

ST FORMAT

JOIN THE REVOLUTION

Discover the 12 radical new applications that will change the way your ST works - forever!

8 AWESOME PROGRAMS!

SEE BACK COVER FOR
FULL DISK DETAILS

NO COVER DISK?
THEN ASK YOUR NEWSAGENT FOR IT IMMEDIATELY!

This month's reviews:

3D Calc, Music Mon 2,
Diamond Back 3,
Kobold, Silhouette,
HP Chrome 2.5...

future
PUBLISHING
Your
guarantee of
value



ART ATTACK!

The top 9 paint
packs rated
head to head

COMPLETE TOS 2 GUIDE

How to install it,
tweak it, USE IT!

ST CD-ROM

What's hot!
What's not!

Exclusive
preview!



ZERO 5

An Elite 2 beater?

VOTED BEST DEALER
CU AMIGA JAN 93

FIRST
COMPUTER CENTRE

OPEN 7 DAYS A WEEK
OPEN MON - SAT.....9.30AM-5.30PM
SUNDAY OPENING.....11.00AM-3.00PM
THURSDAY NIGHT LATE...9.30AM-7.30PM
OPEN HALF DAY MOST BANK HOLIDAYS

TELEPHONE LEEDS
24 HOUR MAIL ORDER SERVICE 6 LINES!
0532 319444
FAX: 0532 319191

SHOWROOM ADDRESS:
DEPT. STF, UNIT 3, ARMLEY
PARK COURT, OFF CECIL ST,
STANNINGLEY RD, LEEDS,
LS12 2AE

HOW TO ORDER
Order by telephone quoting your credit card number. Please make cheques payable to the:
"FIRST COMPUTER CENTRE."
In any correspondence please quote a phone number & post code. Do not forget to include the delivery tariff. Allow 5 working days for cheque clearance.

- All prices include VAT
- Finance available, phone for details
- Large showroom with free parking
- Overseas orders taken
- Educational orders welcome

UK MAINLAND DELIVERY TARIFFS

- Standard Delivery.....£1.50
- Guaranteed 2 to 3 day (week days) Delivery.....£2.95
- Guaranteed Next Day (week days) Delivery.....£4.95



From the M62 take the M621 and follow the turnoff for Leeds/York. This will merge with the Armley gyration.

From the M1 follow signs for the M621 (ignore exit for town centre). Take A643 Elland Rd turnoff from M621. Follow signs for A58. This merges with Armley gyration.

From the A1 take the turnoff for the A64. This merges with the A58 (by-passing Leeds town centre) which meets the Armley gyration. After "Living World" at traffic lights take a right, left, left again, & 2nd left to get to FCC.

We recommend you confirm prices before placing an order. E&OE.



2% surcharge on AMEX

FIRST COMPUTER CENTRE (LEEDS) Tel: 0532 319444

SUPRA MODEMS

NEW! V.Fast Fax Modem
SupraFAX Modem 288

Based on the Rockwell V.Fast Class chipset Supra's new 288 Fax modem utilises the very latest technology. Amazing speed at up to 28,800 bps data communication or up to 115,200 bps using V42 Bis

- Up to 115,200 bps (V42bis)
- Class 1 and 2 Fax
- Silent and adaptive answer
- V.Fast Class
- Flash ROM just download V34 (V.FAST) when released only £275.99

SupraFAX Modem 144LC
V.32 bis (14400 baud !)

Low cost version of the classic V32Bis Fax modem. Features as below but class 1 fax only and LED display

only £154.99

SupraFAX Modem V.32bis

This modem has full 14400 baud. Includes V.32bis, V.32, V.22bis, V.22, V.21, MNP2-5, V.42, V42bis, Class 1 & 2 commands, 9600/14400 Group 3 Fax. Includes free modem comms (not Fax) s/w & cable

only £205.99

SupraFAX Plus.....£114.99

Even faster than the standard 2400 from Supra with auto dial & auto receive. 9600 bps Hayes comp. V22Bis, V42 Bis, MNP 2-5 & auto adjust to maximise transmission speeds. Includes free modem comms (not Fax) s/w & cable.

Supra 2400.....£64.99

Get on line using this great value fast modem with auto dial & receive. 2400 baud Hayes comp, V22 BIS. Includes free modem comms s/w & cable!!

All Supra Modems come with a 5 year limited warranty

USRobotics

WE ARE PREFERRED USR DEALERS

NEW LOW PRICES!

Sportster 2496 +FAX.....£104.99
Sportster 14400 FAX.....£151.99
WorldPort 14400 +FAX.....£334.99
Courier V32 Turbo +FAX.....£365.99
Courier HST/Dual 16.8 Turbo Fax.....£409.99

If you thought V32bis was fast try the turbo! They come with a 5 year warranty & are BABT Approved!

NEW LOW PRICES!

PAGE MODEMS

MicroLin V22b FAX.....£175.99

MicroLin V32b FAX.....£274.99

5 year warranty and FULLY BABT Approved !!

MONITORS

All our monitors are UK spec. All monitors come complete with a free lead

The Atari Hi-Res mono £119.99
Ideal for use with the new Falcon computer, this 14" monitor is not however compatible with the ST/STE. Inc. built in tilt & swivel stand.

Prima Trust Hi-Res 14"

High resolution 14" mono monitor. 640*400 resolution. Stable image and razor sharp quality. Comes with built in tilt & swivel monitor stand

only £129.99

Prima Colour SVGA £254.99

High quality colour SVGA monitor. .28 dot pitch. For use with the Falcon

Sharp TV/Monitor £179.99

comes with full remote control

PRINTERS

All our printers come with ribbon/toner, printer drivers (if available), paper & cables!!

Canon

Canon BJ10sx.....£182.99

Laser quality output. Large buffer

Canon BJ200.....£231.99

3 page a min speed, 360 dpi, small footprint & 80 page sheetfeeder

Canon BJ230.....£321.99

wide carriage version of above

Canon BJ300.....£419.99

Desktop bubble jet with laser quality

Canon BJ330.....£464.99

Wide carriage version of the BJ300

Canon BJC600 Colour...£532.99

new bubble jet from Canon

BJ10 Autosheetfeeder....£49.99

CITIZEN

COMPUTER PRINTERS

Citizen printers have a 2 year guarantee

New! ABC Colour printer £154.99

simple (as easy as ABC) to use 24 pin printer. Comes as standard with 50 sheet Auto sheet feeder.

Tractor feed optional at £27.99

only £139.99 if bought without the colour option

Swift 90 Colour.....£156.99

Excellent value 9 pin colour. Highly recommended

Swift 200 Colour.....£181.99

Same out put as the 240 but with less facilities

Swift 240 Colour.....£218.99

24 pin, 240cps draft, 10 fonts, quiet mode, 240cps.

Projet II.....£254.99

new inkjet printer with built in auto sheet feeder

Swift Auto Sheet feeder £79.99

hp HEWLETT PACKARD

HP 310 Portable.....£229.99

HP 520 mono.....£249.99

HP 500 Colour.....£344.99

HP 560 Colour.....£489.99

4 times faster than the HP500C!!

All HP printers come with a 3 year warranty

NEW LOW STAR PRICES

THE STAR COMPUTER PRINTERS

Star LC100 colour.....£119.99

9 pin colour, 8 fonts, 180 cps draft, 45 cps NLQ

Star LC24-100 colour...£126.99

NEW! Star LC24-30 Col....£199.99

complete with automatic sheet feeder, 192 cps draft

NEW! Star LC24-300 Col...£249.99

24 pin quality, 264 cps draft, 80 cps LQ, 39K buffer expandable to 48K, 16 fonts and quiet mode.

Star LC24-200 colour...£219.99

Colour version with 30K buffer expandable to 62K

Star SJ48 Bubble jet.....£209.99

Laser quality, ultra quiet, Epson compatible & portable

NEW! Star SJ144 Colour Thermal

Stunning affordable colour printer. 3 PPM, low running costs

only £339.99

Star SJ48 Autosheetfeeder only £49.99

Univrsal Printer Stand....£7.99

PRINTER CONSUMABLES

Ribbons

- Citizen Swift mono ribbon.....£4.99
- Citizen Swift Colour ribbon.....£13.99
- Star LC100 mono.....£3.69
- Star LC200 mono.....£4.99
- Star LC100 colour.....£7.99
- Star LC200 colour.....£12.99
- Star LC24-30 mono.....£8.99
- Star LC24-30/200 Colour.....£11.99
- Re-Ink Spray for mono ribbons.....£11.99

COVERS

- Star LC10/20 cover.....£4.99
- Citizen Swift.....£5.99
- Citizen ABC.....£5.99
- HP 500/550/510.....£5.99
- Star LC100/200 colour.....£5.99
- Star LC24-300/30.....£5.99

prices apply only when ordered with printer or purchased direct from the showroom

PAPER

- Fanfold (tractor feed).....500 sheets.....£4.99
- Fanfold (tractor feed).....1000 sheets.....£8.99
- Fanfold (tractor feed).....2000 sheets.....£17.99
- Single sheet.....500 sheets.....£4.99
- Single sheet.....1000 sheets.....£8.99
- Single sheet.....2000 sheets.....£17.99

Delivery for 2000 sheets £5.00 when purchased without printer

COMPUTERS

THE ATARI FALCON

16 Mhz 32 bit technology for fast processing. 1.44 Mb floppy disk, 1, 4 or 14 Mb configurations. Software bundle comes with CALAPPT personal information manager, Procalc spreadsheet, Talking Clock, plus Landmines and Breakout

1mb 0HD.....£494.99

4mb 0HD.....£689.99

4Mb 65 Mb HD.....£789.99

4Mb 127 Mb HD.....£889.99

4Mb 209 Mb HD.....£989.99

ATARI 520STE REFURB PACKS

£POA, phone for availability

IN STOCK ATARI 520STFM 1Mb

Discovery Packs only £149.99

IN STOCK ATARI 1040Ste Family

Curriculum educational bundle only £219

IN STOCK ATARI 1040Ste Music Master

Pack with Pro 24 software only £219

All Ataris come complete with mouse, manuals and 12 month warranty

DISK DRIVES



Zydec 3.5" Drive

1 meg external drive, high quality low noise drive. In PSU

only £57.99

Power 720B 3.5" Drive

This 1 meg external drive comes with Virus checker built in Blitz turbo and boot switch for drive B Includes PSU

only £69.99

ATARI REPAIR CENTRE

As an authorised Atari dealer we offer a full repair service for your Atari or any peripherals (monitors, printers etc). Just send your faulty computer or peripheral to us for a FREE quotation.

All you have to pay if your do not wish the repair to go ahead is a delivery tariff of just £5.00 for sending it back to you, or alternatively you can visit our showroom. We can also arrange a courier pickup at an additional cost of £11.00.

Tel. 0532 319444

and ask for the service department

PREMIER Ink Cartridge Refills

save a fortune in running costs with your ink bubble jet. Compatible for the HP500/550 Deskjet Plus, Canon BJ10/20/80/130/200/300/330 Star SJ48, Citizen Project and many others. Full range of colours available

single refills (22ml).....£6.99
Twin refills (44ml).....£12.99
Three colour kit (66ml).....£19.99
Full colour kit (88ml).....£27.99
Bulk refills (125ml).....£24.99

Cartridges

- Canon BJ10 cartridge.....£18.99
- Double life 500 cartridges.....£24.99
- HP550/500 Colour cartridge.....£24.99
- Star SJ48 cartridge.....£18.99
- Star SJ144 cartridge (pack of 3).....£42.99
- Star SJ144 mono cartridges (3 pack).....£16.99
- Star SJ144 colour cartridges (3 pack).....£16.99

Miscellaneous

- Printer Switch Box 2 way.....£12.99
- Printer Switch Box 3 way.....£17.99
- Printer Stands (Universal).....£7.99
- 3 Metre printer cable.....£6.99
- 5 Metre printer cable.....£8.99
- 10 Metre printer cable.....£12.99

VIDI 12 ST BY ROMBO



As official dealers for Rombo, we are able to offer this excellent package at a great price. Vidi 12 ST replaces the famous Complete Colour Solution with a higher specification but at a lower price!

Contents include multimedia digitiser, software, manuals and phono cable

Key Features:

Colour & mono image capture, no separate RGB splitter required, fully functional animation workstation, mixers to almost any resolution, all Atari colour modes are sorted, many image processing effects, file formats include ART, IFF, IFF, SPU, SPC, NEO, BMP, TIFF.

only £79.99

GENLOCKS

AMA Trilock suitable for VHS, S-C, S-VHS, S-VHS-C, Hi8 and Video 8
only £324.99

ICD FA-ST HARD DRIVES

These drives are fully auto booting and parking. The metal case has a very small footprint, fast access and is VERY QUIET.

The DC range come with a built in real time clock and disk cache as standard at can reduce disk accessing time by 1%.

Standard warranty 1 year.

FA-ST Controller (no HD)
only £189.99

A-ST 52DC..... 19ms £339.99
A-ST 105DC.... 16ms £349.99
A-ST 170DC.... 16ms £375.99
A-ST 213DC.... 16ms £399.99
A-ST 290DC.... 16ms £445.99
A-ST 345DC.... 16ms £594.99
A-ST 500DC.... 16ms £709.99
A-ST 1.2GIG.... 11ms £959.99
A-ST 2GIG..... 11ms £1345.99
CD Link new version 2.....£84.99

BARE SCSI DRIVES

Quantum 52Mb.....£189.99
Quantum 127Mb.....£179.99
Quantum 170Mb.....£199.99
Maxtor 213Mb.....£219.99
Maxtor 245Mb.....£254.99
Maxtor 330Mb.....£309.99
Hitachi 540Mb.....£634.99
CSI cable for above.....£8.99

EMULATORS

Falcon PC Speed 286 16 Mhz. £224.99
PC Speed 8Mhz PC/XT only £54.99
8Mhz AT SPEED only £129.99
16Mhz AT SPEED only £194.99
Fitting service available and full repair service on all Atari Product!!

WHAT'S NEW!

ST FORMAT GOLD HARLEKIN 3.1
Make use of your ST much easier with this all in one desk accessory. Inc Alarm, calculator, Diskutil, Font editor, key editor and much more
only £42.99

ST FORMAT GOLD CHAGALL
First of a new range of high performance graphic packages for the ST and Falcon. Full true colour capability (needs 4Mb and hard drive)
only £189.99

SCANNERS

The Power Scanner

This scanner comes with the latest version 2 software. With bright & sharp grey scale performance & flexible scanned image display manipulation options. Options include Clean up, embolden, resize & flip.

only £94.99

Alpha Scan Plus with OCR

New version of this famous 400 DPI scanner. Includes Touch up and Merge-it software enabling you to alter and manipulate high resolution images. Needs 1 Mb of RAM and runs in mono only.

only £139.99

Migraph Colour Scanner only £399.99
only for the Falcon. Up to 256K colours, 50 to 400 Dpi

MICE & TRACKERBALLS

Alpha Data Mega Mouse

90% rating by reviewers 290 Dpi. Our best selling mouse

only £12.99 or £14.99

for 400 Dpi version

Datalux Clear Mouse

High quality clear 2 button mouse £19.99

Zydec Trackball £29.99

Golden Image Trackball £36.99

JOYSTICKS

Powerplay Cruiser Black.....£8.99
Powerplay Cruiser Colour.....£8.99
Quickshot Aviator.....£29.99
Quickshot Maverick.....£13.99
Quickshot Python.....£8.99
Cheetah Bug.....£12.99
Megastick.....£10.99
Konix Navigator.....£12.99
Konix Speedking.....£12.99
Quickjoy Topstar.....£19.99

ROM SHARERS

Upgrade your Atari to TOS 2.06 with this easy to install add-on. Gives you the capability to switch between your old TOS and 2.06

only £64.99 inc TOS 2.06 ROM

Marpet RAM EXPANSIONS

New! XTRA-RAM+8

Upgrade your STe or Mega ST up to 12Mb using SIMMS. Just add the cost of SIMMS to get your price

£57.99 unpopulated

The Deluxe range of RAM expansions by Marpet for the older STFM must be the best available on the Atari. Expandable to 4 Mb by the use of 1*8/9 SIMMS modules, the 512k expansion is ideal for the user who may need more RAM later on.

STFM Deluxe SIMMS modules
4 Mb unpopulated.....£24.99
4 Mb populated to 512k....£34.99
4 Mb populated to 2 Mb....£92.99
4 Mb populated to 4 Mb....£159.99
Marpet products come with a 12 month warranty.

Prima RAM expansion

512K STe.....£9.99
2 Mb STe.....£67.99
4 Mb STe.....£134.99
14 Mb unpopulated for the Falcon
only £84.99

uses SIMM boards for RAM so just add the cost of SIMMS to get your populated price

Prima products come with a full 2 year guarantee

OTHER PERIPHERALS

The Zy-Fi Stereo System

This is a powerful speaker system with built in stereo amplifier. It will plug into an Atari STE, Commodore Amiga or Acorn Archimedes. Complete with its own power supply the Zy-Fi system can also be powered by batteries

only £36.99

The Power Ripper only £39.99 (with Supermon s/w)

The ultimate cartridge for the Atari ST. Essential tool for programmers and game players alike. gives you the Ability to rip into any Atari program on the market

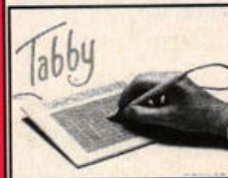
RAM CHIPS only £34.99 (per Mb)

1 MEG by 8/9 SIMM boards as used in the Atari STE and Frontier Deluxe expansion modules

FORGET ME CLOCK 2

This is a real time clock that plugs into the cartridge port. Includes a through port and software for setting time and date. All Frontier products carry a full 2 year guarantee

only £17.99



Tabby Graphics Tablet

84% rated in ST Format January issue! Requires adaptor for the ST at a cost of £5.00 (not required for Falcon)

only £49.99

Mouse/joystick switcher

put joystick and mouse into one port

only £13.99 (manual switching version)
or £19.99 (auto switching version)

Monitor Switcher Box

switches between mono & colour monitors, such as SM144 & 8833 MK2

only £17.99

ACCESSORIES

Video Scart Switch.....£19.99
Joystick & Mouse extension leads.....£4.99
Mouse Mats (high quality).....£3.99
40 Cap lockable disk box.....£4.99
100 Cap lockable disk box.....£6.99
90 Cap Stackable Banx Box.....*£8.99
150 Cap Stackable Posso Box.....*£18.99
*add £3.00 delivery if purchasing just one Posso or Banx box. STD delivery when purchased with other products or when buying 2 or more.
ATARI 520 Dust cover.....£3.99
Printer covers.....from £4.99
14" Monitor Dust cover.....£6.99
12" Monitor covers.....£5.99
ST To Scart cables.....£9.99
STD 1.8 Metre printer lead.....£4.99
Modem & Null Modem cables.....£9.99
2 WAY Parallel port sharer.....£19.99

DISKS

All disks are 100% error free guaranteed
New High density 3.5 inch bulk and branded
Please phone for best prices!

QTY	Bulk DS/DD	Branded DS/DD
10	£4.49	£5.49
30	£12.99	£14.99
50	£20.99	£22.99
100	£37.99	£42.99
200	£69.99	£79.99
500	£168.99	£190.99
1000	£324.99	£365.99

Branded disks come complete with labels
Disk Labels.....500.....£6.99
Disk Labels.....1000.....£9.99

ATARI SPARES

STFM/STE Power Supplies.....£39.99
Key Boards.....£49.99
Internal Disk Drives.....£49.99
STE Motherboards.....£49.99
STFM Motherboards.....£49.99
STE or STFM Cases.....£24.99
DMA chip.....£POA
MMU chip.....£POA
Video Shifter chip.....£POA

SOFTWARE

BUSINESS

Home Accounts 2.....£37.99
Home Office Pack by Microdeal.....£35.99
LDW Power 1 Spreadsheet.....£24.99
Prodatta Database.....£39.99
Timeworks Data Manager Pro.....£35.99
The Works integrated business package.....£119.99

MUSIC/SOUND

Concerto.....£29.99
Clarity (Falcon only).....£74.99
Musicon By Compo.....£43.99
Music Multi Pack.....£35.99
Play Back stereo cartridge.....£24.99
Prodigy Sequencer.....£49.99
Quartet Sequencer.....£47.99
Replay Pro Digitiser.....£109.99
Replay 8 Digitiser.....£66.99
Replay 16 Digitiser.....£99.99
Sequencer One.....£39.99
Stereo Master.....£29.99

PROGRAMMING

ST Basic.....£5.99

UTILITIES

DIAMOND BACK 2
The ultimate backup utility for the Atari by HiSoft. Essential for users of hard drives. Recently reviewed in ST Format (August) & awarded GOLD status

only £34.99

Flexidump II.....£38.99
Inprint.....£14.99
Neodesk 3 Desktop.....£34.99
Multi Print.....£9.49
Outside virtual mem mgt up to 512Mb.....£74.99
Screen Blaster (inc MVDI) NEW!.....£76.99
ST Straight Fax 2.1.....£85.99

VIDEO AND GRAPHICS

Arabesque Pro.....£119.99
Flexi Dump II.....£31.99
Photo Studio 24 bit image processing.....£74.99
Prism Paint 2.....£114.99
Ray Start ray tracing software.....£74.99
Studio Photo NEW!.....£76.99
Touch Up scanner software.....£27.99
True Paint.....£33.99
Video Master.....£49.99
Video Master (falcon only).....£74.99
Video Master RGB.....£109.99
Xenomorph II NEW!.....£84.99

WORD PROCESSING & DTP

Protext 4.3 only £39.99

Fast, flexible & reliable, this is the best sub £100 WYSIWYG word processor for the ST. Wide range of printer drivers, columns & box mode & spell check are new type. With mail merge, Help, English dictionary & lightning fast operation, Protext is the one!

Pagestream 2.1 only £169.99 UK Spec.

A powerful DTP package. Includes 10 compographic fonts, spell checker, comprehensive text manipulation and effects and much more.

Thats Write V.2.....£109.99

Write On word publisher.....£44.99

STEINBERG SOFTWARE

Pro 24 version 3.....£39.99

Cubase Lite.....£89.99

16 track, score printing capability

Cubase V3.....£439.99

Midi record, score printing capability

Cubase Audio Falcon.....£729.99

Integrated digital audio midi with score printing capability

TIMWORKS/IST WORD PLUS SPECIAL OFFER!!

This excellent bundle comes with Timeworks 2 and First Word Plus 3.2

only £84.99

or First Word Plus 3.2.....only £45.99
and TimeWorks 2.....only £39.99

CALAMUS DTP

Calamus 1.09n.....£88.99
Calamus Sv2.....£295.99
Calamus SL.....£495.99
Calamus Outline Art. V3.....£198.99

Games Software

Cannon Fodder.....£21.99
Frontier (Elite 2).....£21.99
Championship Manager 92/93.....£18.99
Civilisation.....£24.99
Kingmaker.....£25.49
Dogfight.....£24.99
Chaos Engine.....£18.99
Fi.....£18.99
Scrabble.....£19.99
Golf.....£24.99
Noddy's Playtime.....£17.99
B17 Flying Fortress.....£24.99
Legend of Valour.....£27.99
Grand Prix.....£24.99
Reach for the Skies.....£21.99
Lotus Trilogy.....£21.49
Indiana Jones and the Fate of Atlanta.....£18.99
Fun School 4-7 years.....£17.99
War in the Gulf.....£21.99
Patrician (The).....£23.49
Goal!.....£18.99
Gauntlet 3.....£18.99
Magic Box.....£18.99
Championship Manager 94 season disk.....£8.99
Sim City/Populous.....£21.49
Airbus A320.....£21.49

ST FORMAT

CON

JOIN THE REVOLUTION

Your ST is about to get a serious software boost in the form of document processors, graphics, Desktop tools and more! Find out what they are and how they can help you work harder, faster and better on page 21.



Art for art's sake

The very best ST art packages are tried and tested in a head-to-head graphics battle. If you want to make pixel pictures, turn to page 30 immediately!



Huge TOS 2 special:



Buy it - page 78!
Install it - page 76!
Tweak it - page 86!
USE IT - page 92!

Now we are five

The ST and ST FORMAT story. Do you remember when...? See page 72 and feel those memories come flooding back.



COVER DISK 61

8 GREAT
PROGRAMS
ON DISK



TURN TO PAGE 7 FOR

ST ABC July - Dec
FORMAT **43,469**
Member of the
Audit Bureau
of Circulations

EDITORIAL
CONTACT: 30, Monmouth St, Bath, Avon BA1 2BW
☎ 0225 442244 Fax: 0225 465982
Editor Trenton Webb
Art Editor Andy Ounsted
Production Editor Deborah Cook
Technical Editor Clive Parker
Staff Writers Jonathan Nash and Simon Forrester
Art Assistant Sarah Sherley-Price
Contributors Frank Charlton, Peter Crush,

Andy Curtis, Chris Lloyd, Mac Marsden, Steve McGill, Tony Wagstaff, Josse Bilson, Dug Armstrong and Tim Norris
Photography Rob Scott
Illustration Paul Kidby
ADVERTISING
Tim Partridge, Duncan Ferguson ☎ 0225 442244
DISTRIBUTION
UK distribution Future Publishing ☎ 0225 442244
Worldwide distribution MMC Ltd ☎ 0483 211678

SUBSCRIPTIONS AND MAIL ORDER
FUTURE PUBLISHING, Somerton, Somerset TA11
6TB ☎ 0225 442244 Fax 0458 274378
Subscriptions ☎ 0225 822511
Customer Services ☎ 0225 822510
PRODUCTION (fax 0225 337530)
Group production manager Judith Middleton
Production coordinator Laurie Van Huss
Production controller Claire Thomas
Paper controller Fiona Deane

www.stformat.com

TENTS

THIS MONTH'S REVIEWS

The ST reviews that matter – in the magazine that knows

- 34 3D CALC**
Display your data in glorious 3D!
- 35 MUSIC MON 2**
Last month's Cover Disk demo gets tested.
- 36 SILHOUETTE**
The best bitmap graphics to vector convertor?
- 37 DIAMOND BACK 3**
Now this HD back up utility has power you can use!
- 38 MULTIMEDIA SPEAKERS**
Let your ST MAKE SOME NOISE!
- 38 HP CHROME 2.5**
Can this be the colour print solution for mono printers?
- 40 GASTEINER SCSI DRIVE**
A seriously big drive for a seriously small price.
- 40 TOP LINK HOST ADAPTOR**
The widget we've all been waiting for?
- 41 KOBOLD**
Can a file transfer utility be worth this much dosh?
- 58 THE FINAL CONFLICT**
Can thermo-nuclear war make the games grade?
- 60 GREAT COURTS**
Anyone for tennis – in sim form at least?
- 61 MERCHANT COLONY**
Was imperialism ever this much fun?
- 62 FIRST SAMURAI**
Vivid Images platform chop-'em-up – is back!
- 64 INTERNATIONAL SENSIBLE SOCCER - WORLD CHAMPIONS**
The bestest game ever gets a face-lift.

Link the letters with Word Search 4.

Are you 'ard enough to beat Well 'ard?

A tile-matching time test. Can you beat the Twinx clock?

Cross din or beautiful music? Make both with Digit.

YOUR COVER DISK GUIDES

Production control asst Suzannah Angelo-Sparling
Lino and scanning Simon Chittenden; Mark Glover;
Nick Harvey; Jon Moore; Heath Parsons; Chris
Stocker; Simon Windsor; Jason Titley
Printed in the UK by Garnett Dickinson Print Ltd,
Rotherham
Publisher Simon Stansfield
Group Publisher Steve Carey
Managing Director Greg Ingham
Circulation Manager Jon Bickley (0225 442244)

COPYRIGHT NOTICE
STF recognises all copyrights in this issue. Where possible we have acknowledged the copyright holder. Please contact us if we have failed to credit your copyright – we'll be happy to correct oversights. We assume all letters sent are for publication unless otherwise stated and STF reserves the right to edit contributions. If you contribute, full copyright comes to Future Publishing. We cannot reply to any letters personally, even if you include an SAE. © 1994 Future Publishing. No part of STF may be reproduced or resold without the permission of our publisher. STF cannot be held responsible for any mistakes/misprints you may find.
Netmail addresses: CompuServe: 100012.2571 Internet: 100012.2571
@compuserve.com ■ STF Support BBS AdLib BBS = 091 370 2659 ■

ST FORMAT ■ ISSUE 61 ■ AUGUST 1994

FEATURES

- 21 INDUSTRIAL REVOLUTION**
An exhaustive preview of the serious software coming your way by '95.
- 30 ART FOR ART'S SAKE**
The complete guide to good graphics packs on your ST.
- 48 CD REVIEW**
The full ST CD-ROM story. Reviews and ratings too.
- 70 STF'S DIY SS WC '94**
How to run a DIY Sensible Soccer World Cup '94.
- 72 NOW WE ARE FIVE**
How we got where we are today – and the ST too!
- 76 TOS 2 UPGRADE**
Step-by step walk-through guide to giving your STFM the TOS it really deserves.
- 88 MUSIC MON TUTORIAL**
How to make the most of Music Mon.
- 92 T2: UPGRADE DAY**
How to set up TOS 2 and customise it.



REGULARS

- 7 COVER DISK**
Four pages crammed to the gills with every instruction you'll need to get the most out of this month's program-packed cover disk.
- 12 NEWS**
Full reports on yet ST shows, first details of FES 3, the inside angle CD piracy and porn, Bob Brodie resigns, "Rumours" and more.
- 42 PUBLIC SECTOR**
The very latest Public Domain software for the ST and Falcon gets a good going over.
- 46 INDIES CORNER**
Top games and utilities from independent software authors. What's hot and how to get hold of it!
- 50 SUBSCRIBE!**
Get STF cheap, get extra disks and newsletters! Go on. You know it makes sense.
- 53 SCREENPLAY**
Your first chance to meet Simon Forrester as he introduces this month's game reviews.
- 53 CHARTS**
What's selling in the ST games world.
- 54 PREVIEW: CLUB DRIVE**
A sneak peek at the brand new Jaguar driving game.
- 56 PREVIEW: ZERO 5**
The first in-depth look at the stunning new space epic from top ST authors Caspian.



■ Better than Elite 2? Yep, Zero 5 looks that good!

- 65 GAMEBUSTERS**
Cheats, tips and other gaming help. Oh and the sad demise of Captain Blunder too.
- 80 ST ANSWERS**
The most authoritative ST techie talk in the business. Problems solved on GFA, STOS and everything.
- 90 SPECIAL OFFERS**
New offers and bigger savings. Pick from the best of the ST FORMAT crop.
- 90 BACK ISSUES**
Missed an issue? Want an old Cover Disk? Then get a back issue and complete your STF collection.
- 95 FEEDBACK**
Your letters, questions and queries sort of answered by that editor-type geezer.
- 98 TWILIGHT ZONE**
An eclectic collection of extras.
- 98 ESSENTIAL CONTACTS**
The phone numbers you can't live without.

Your guarantee of value



This magazine comes from Future Publishing, a company founded just eight years ago but now selling more computer magazines than any other publisher in Britain. We offer:

BETTER ADVICE. Our titles are packed with tips, suggestions and explanatory features, written by the very best in the business.

STRONGER REVIEWS. We have a cast-iron policy of editorial independence and our reviews give clear recommendations.

CLEARER DESIGN. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs, and so on...

GREATER RELEVANCE

At Future, Editors operate under two golden rules:

■ Understand your readers' needs ■ Satisfy them

MORE READER INTERACTION. We draw on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group. More pages, more intelligent staff, better quality – magazines you can trust.

www.stformat.com

Printers

Canon BJC-600

New Colour Printer £419+VAT
£492.33

360dpi Inkjet printer. Visit our showrooms
compair Canon/Epson/HP/Star

Canon Inkjets

	Exc VAT	Inc VAT
BJ10sx 360dpi	£145	£170.38
BJ200 Inc Sheet Feed	£185	£217.38
BJ230 wide carriage	£285	£334.88
BJ300 360dpi	£329	£386.58
BJ330 wide carriage	£379	£445.33
BJC800 fast & colour	£1115	£1310.13

All Citizen printers have
a 2 year warranty

Citizen

	Exc VAT	Inc VAT
120D+ 9pin Mono	£96	£112.80
Swift 90 9pin Mono	£123	£144.57
Swift 90 9pin Colour	£133	£156.27
Swift 200 24pin Mono	£144	£169.02
Swift 200 24pin Colour	£154	£180.95
Swift 240 24pin Mono	£174	£204.45
Swift 240 24pin Colour	£186	£218.55
New Citizen Project II	£179	£210.32
PN48 Portable	£189	£222.08
Notebook 2 Col. Port.	£235	£276.13

New Citizen ABC

A new 24pin Citizen printer
with optional colour

ABC 24pin Mono	£119	£139.82
ABC 24pin Colour	£136	£159.80

Epson

Special Offers

Stylus 800 £184+VAT

360dpi Piezo Inkjet £216.20

Stylus 300 £129+VAT

360dpi Inkjet printer
with sheet feeder £151.58

Epson

	Exc VAT	Inc VAT
LX100 9pin +Sheet Fd	£109	£128.08
LX400 9pin Mono	£94	£110.45
LX850 9pin Mono	£139	£163.33
LQ570+ 24pin Mono	£199	£233.83
Stylus 300 Inkjet	£129	£151.58
Stylus 1000 Inkjet A3	£353	£414.78
EPL5000 6ppm Laser	£439	£515.83
EPL5200 6ppm Laser	£495	£581.63
EPL8100 10ppm Laser	£699	£821.33

Panasonic KXP1123

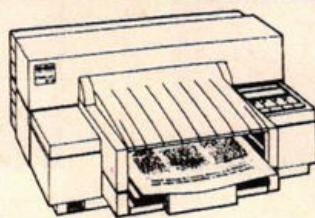
Probably the best 24pin
mono printer available. £118+VAT
£138.65

Panasonic

	Exc VAT	Inc VAT
KXP1170 9pin Mono	£95	£111.63
KXP2123C 24pin Colour	£149	£175.07
KXP2023 24pin printer	£129	£151.57
KXP2624 24pin printer	£268	£314.90
KXP4400 4ppm LED	£375	£440.63
KXP4410 5ppm Laser	£429	£504.08

Sheet Feeders

	Exc VAT	Inc VAT
Canon BJ10 series	£42	£49.35
Citizen Swift range	£67	£78.73
HP Deskjet 310	£54	£63.45
Star LC range	£51	£59.93
Panasonic KXP range	£72	£84.60



HP Deskjets

	Exc VAT	Inc VAT
300dpi, mono or colour. Laser quality print		
Deskjet Portable mono	£165	£193.88
Deskjet 520 mono	£195	£229.13
Deskjet 500C colour	£258	£303.15
Deskjet 560C colour*	£379	£445.33
Deskjet 1200C colour	£1089	£1279.57
Deskjet 310 mono	£179	£210.33
Colour kit for 310	£30	£35.25
520 Mono 300/600dpi		NEW
560C Colour 300/600dpi		NEW

*560C has Colour & black cartridges
resident at the same time.
All deskjet prices include 3 year warranty

HP 500C Colour Printer

Deskjet 500C
300dpi colour inkjet printer.
£258 +VAT £303.15

HP Lasers

	Exc VAT	Inc VAT
Laserjet 4L 4ppm PCL5	£469	£551.08
Laserjet 4P 4ppm PS2	£715	£840.13
Laserjet 4ML 4ppm 4M	£745	£875.38
Laserjet 4MP 6M PS2	£975	£1145.63

Star

	Exc VAT	Inc VAT
LC2420 mk2 24pin	£119	£139.83
LC24100 Mono24pin	£102	£119.85
LC24200 Colour 24pin	£195	£229.13
LC24-30 Colour 24pin	£159	£186.82
LC24-300 Colour 24pin	£191	£224.13
Star SJ48 Inkjet	£160	£188.00

Star LC100

9pin colour £96+VAT
£112.80

Star SJ-144

New Colour Printer £285+VAT
£334.88
360dpi thermal (suitable for transfers)

Dust Covers

For Printers, Monitors, Computers
most types in stock from £4.70

Ink Refills

BJ10 twin refill various colours 15.90
Deskjet twin refill various colours 15.90
(We stock 200 types of ribbons)

Printer Packs

A starter pack for all printers consisting of
printer paper and a connection cable costs
only £5 (£5.88 inc VAT)
A stand is an additional £5.00 +VAT

WorkCentre

Expansion System

Monitor stand with shelf for drives etc.
Strong metal construction made from
14SWG steel epoxy coated. No Cables
are included.
Special price £27.50

Ataris

Falcon

Ataris Counter
sales only

16MHz 32bit CPU, 1.44M floppy,
1-14Mram, 8 channel sound

1Mram No Hard Disk	£459
4Mram No Hard Disk	£639
4Mram 64Mb Hd	£729
4Mram 127Mb Hd	£829
4Mram 209Mb Hd	£919

Atari STE's

with STARTER PACK software

520STE 512k	£199
520STE 1M	£199
520STE 2M	£299

In stock

FAMILY CURRICULUM PACK

1040STE 1M	£199
1040STE 2M	£299

Above 520's are supplied with
STARTER PACK Software:

1stWord, NEOchrome, Ani ST, + 4
GAMES: Missile Command, Crystal
Castles, Battlezone & Super Breakout.

Add £10 to above for
DISCOVERY XTRA Software

In stock

Atari 520 FM

0.5M ram 1M Disk
(FM only model) £139

Upgrades

In stock

1/2M Simm £8.50

2M Simm ram upgrade	100.00
4M Simm ram upgrade	200.00
0.5M Xtra ram Deluxe	39.00
2M Xtra ram Deluxe	130.00
4M Xtra ram Deluxe	239.00

Accessories

Joystick/Mouse twin extension	4.70
4 Player adaptor lead	5.88
Atari ST Printer cable	6.99
Atari ST to ST serial lead	10.95
Mouse Mat (thick soft type) ..	4.95
Mouse House	2.95

We have over 100,000
satisfied customers. Are
you one of them?

Mice

Golden Image Mouse	12.90
Genius Happy Mouse	12.90
Manhattan Mouse	13.90
True Mouse	14.90
Mouse/Joystick Autoswitch	12.95

Floppy Drives

Zydec 1M 3.5"

1M external floppy. High quality build.
Very quiet slimline design. £56.90

Internal 1M Drive

£47.00

70 page catalogue. All prices include 17.5% VAT unless stated otherwise
EDUCATIONAL AND GOVERNMENT ORDERS WELCOME
All hardware has 30 day money back & 12 month warranty.
Prices are subject to variation without prior notification.
Please phone for express clearance of cheques. Credit APR 29.8%
Established 9 years. 3 minutes from M27 Junction 11. Free parking.
Open 9 to 5.30 Monday to Friday & 9 to 5 Saturday. Carriage/order.
Post £1.60+VAT £1.88 Securicor £8+VAT £9.40 RM £14+VAT £16.45

WeServe



Larger items delivered
by Securicor



Software

Discovery Xtra Pack

1ST Basic, NEOchrome, ST Tour,
+ 4 GAMES: Sim City, 9 Lives, Final
Fight, Robot Monsters
While stocks last £10

Special Offers

1st Word Plus £44
TimeWorks 2 £37
Both of above £79
In stock NeoDesk 3 £28.70

Steinberg Pro 24 v3

24 track music system
Record/Playback/edit any midi keyboard
Display & print music. Real time control
While stocks last £59

FirST Basic - HiSoft

The most popular Basic Language
package for the ST
While stocks last £9.90

Organiser - Triangle

Database / Spreadsheet / Diary
/ Editor for the Atari ST
While stocks last £9.90

AB Zool by Microdeal	9.90
Atari Basic Source book & Tut.	2.00
HyperDraw by Atari	9.90
Music Maker	9.90
FlexiDump 9pin Mono	13.90
NeoDesk 3	28.70
Protest V4.3	49.00
Acres (Blue Max Acres of GtWar)	19.50

We stock the full range of ST software

Monitors

ViewTek VT12

12" Mono monitor £59
stereo sound

SONY
DISKETTES

SONY branded
(lifetime warranty)
(100% certified error free)

10x 3.5" DS/DD 135kpi	7.50
50x 3.5" DS/DD 135kpi	32.30
100x3.5" DS/DD 135kpi	59.93
250x3.5" DS/DD 135kpi	141.00

DISKETTES

SONY / DYMAN bulk
(lifetime warranty)
(100% certified error free)

10x 3.5" DS/DD 135kpi	5.95
50x 3.5" DS/DD 135kpi	21.86
100x3.5" DS/DD 135kpi	39.60
250x3.5" DS/DD 135kpi	94.88
40 x 3.5" Disk box with lock.....	5.49
50 x 3.5" Disk box with lock.....	5.99
100 x 3.5" Disk box with lock.....	7.50
Carriage on 50+ disks £6.00+VAT £7.05	

FLUG 94

MONTHLY MENU

Well 'ard

Complete this game if you think you're hard enough! A manic platform game.

Size: 191K

Page 7

Digit Demo

Usable demo of this great tracker program from Galactic.

1MByte only.

Uncompressed size: 195K

Page 8

Wordquiz 4

Create your own wordsearch puzzles with the latest version of Wordquiz.

Uncompressed size: 189K

Page 9

Atari View 3

Powerful text file viewer and reader for any ST.

Uncompressed size: 98K

Page 10

Boss Drum

Not the Shamen but 55 great new drum samples to use with Quartet.

Uncompressed size: 225K

Page 10

Twinz

It's a kind of frantic matching up the hidden squares puzzley thingy.

Size: 40K

Page 9

Sebra

High res emulator so you can use the Digit Demo on colour STs.

Size: 12K

Page 10

**Cover Disk Backup**

Make exact duplicates of your Cover Disk with our backup program.

Size: 13K

Page 9

WELL 'ARD

BY: CYBERNATION SOFTWARE
RESOLUTION: LOW RESOLUTION
MACHINE: ALL STS, JOYSTICK REQUIRED

MINIMUM MEMORY: 512K

FOLDERS: WELL_ARD, AUTO,

GRAPHICS, LEVELS

FILES: INTRO.PRG,

WELL_ARD.PRG, 22 .SPR FILES,

30 LEVEL FILES, README.DOC

SIZE: 191K

GET STARTED WITH:

README.DOC, SEE BELOW

Imagine a world where no one needs to work, food is free and life is easy. An impossible dream? Yes, that's what we think too. Anyway, this month's main program is a platform game that runs on any ST - with a double-sided drive of course missus! - with half a meg or more of memory.

Yes, it's true, a really addictive game you can run in 512K. Your character in *Well 'ard* is probably the ugliest looking geezer you've ever laid eyes on - someone really hit this sprite with the ugly stick. Couple this ugly git with a few of the strangest looking creatures to



■ Hard? I'll show you who's hard mate!
By the way, those title letters are a nice shade of pink.

grace the screen of your TV and you've got a right horror-fest.

Running about

Okay, to get *Well 'ard* up and running you've got to copy the contents of the WELL_ARD folder to a blank disk - not the WELL_ARD folder itself. To do this get a blank formatted disk ready and open the WELL_ARD folder on your Cover Disk. Select everything inside the folder and drag it to the drive B icon on the Desktop. For full instructions on copying files read *The Ancient Art Of File Management* in *ST FORMAT* 59, turn to page 90 to order a copy if you missed it. Once you've copied everything to

■ As you zoom, God like, over the landscape of the final world you start to wonder if it's all been worthwhile. Dodge those rocks and shoot those blue meanies.

**AHA! IT'S SHAREWARE**

Well 'ard is a Shareware program, that means you can't get to Worlds Two, Three and Four unless you type in a secret code - and we're not going to tell you what it is even though we know it! Ha ha. If you want to play on past World One you've have to send a crisp fiver to Simon Scott, Cybernation Software, 1 Ryelands Place, Kilgetty, Dyfed SA68 0UX and he'll send you the password. Take a look at the README.DOC for more details.

the blank disk, put it into drive A and press the reset button. *Well 'ard* now loads and runs automatically.

On to the game itself. Your task is to wander around the four levels on each of Four worlds and collect all of the

objects lying about - there's the usual story about despotic alien overlords in the README.DOC but you can safely ignore it. On the way through the levels you have to avoid various nasties that are out to get you although you can jump on them in time-honoured fashion to kill them - some of the nasties need to be stomped on several times before they die. If you should spot a tankard with a refreshing drink inside then make sure you collect it - it gives you an extra life.

If you want to access all the worlds you have to enter a special registration code at the password screen, without the code you are limited to world one. The second and third worlds are similar to World One in style, but the fourth world is a straight shoot-'em-up in the classic style. If you want to get to the later worlds then see the box below about registration details.



■ World Two has a new set of nasties all trying to do away with you and only the fittest will survive. Think of it as evolution in action. Thanks Larry.



DIGIT 1.1 DEMO

BY: GALACTIC

RESOLUTION: HIGH RES ONLY

MACHINE: ALL STS, HARD

DRIVE INSTALLABLE

MINIMUM MEMORY: 1MBYTE

FILES: DIGITDEM.TOS, DIGIT.TXT

UNCOMPRESSED SIZE: 195K

GET STARTED WITH: DIGIT.TXT,

SEE BELOW

Digit is a high res only tracker program that needs at least 1MByte of memory to run on your ST. Because this is a demo version the Save Song and Save Pattern

options are disabled but apart from that this is the fully fledged version. There's even a small version of *Boulderdash* tucked away for you to find.

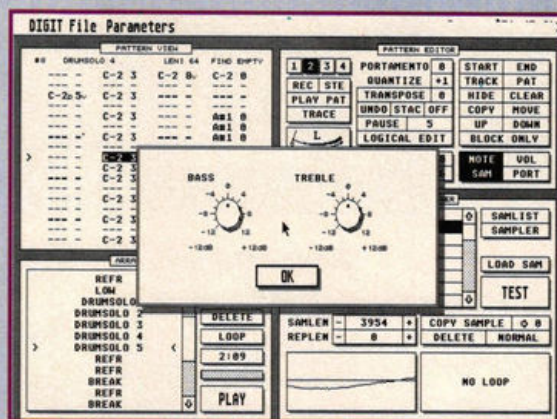
To use the *Digit* demo you'll need at least 1MByte of memory in your ST and a mono monitor - if you have a colour setup you can

use the *Sebra* high res emulator from the Cover Disk. Copy the DIGITDEM.TOS to a blank disk and run it to unpack it, once it has unpacked you can delete DIGITDEM.TOS from the blank disk.

Plink plink plunkity plunk

The best way to get started with *Sebra* is to run DDEMO1.PRG and load the supplied demo song KNOWN.SNG into the tracker. Select the Play button at the bottom of the screen to get a feel of what the music quality of *Digit* is like.

There are even bass and treble controls in the programs so you can fine tune your masterpiece.

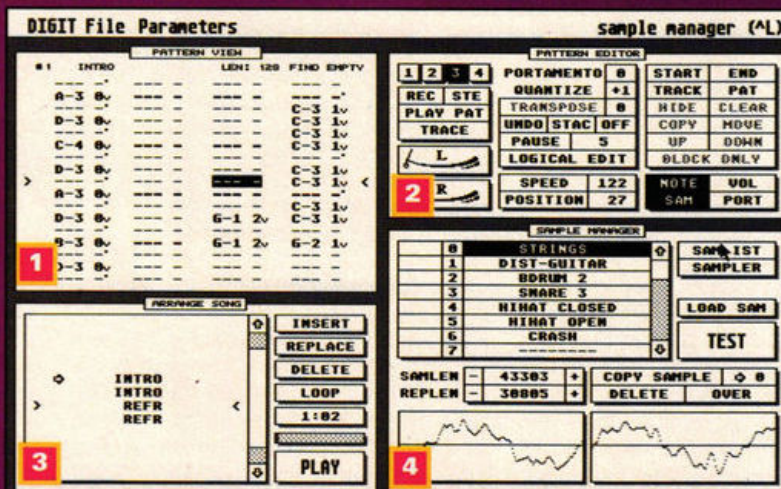


Flex your rights

If you like the *Digit* tracker and want to get your hands on the full version, contact CGS ComputerBild on 081 679 7307, they can supply the complete program and full 100 page manual for the bargain price of £39, saving £20.

OH NO, JUST LOOK AT ALL THESE CONTROLS!

Those Germans certainly like to pack their software with loads of buttons, dials, knobs and sliders - *Digit* is no exception to this Teutonic rule. Luckily the programmers have included a pretty good on-line help facility telling you what each control actually does



1 Pattern View: This is what your song actually looks like when you've entered each note of the piece in by hand.

2 Pattern Editor: Use this to define the parameters of the pattern you are designing on-screen.

3 Arrange Song: Use this window to arrange the order of the patterns you've created in *Digit*.

4 Sample Manager: This is where you load and save the samples you intend to use in your tune.

SAM 2 DISK PROBLEMS

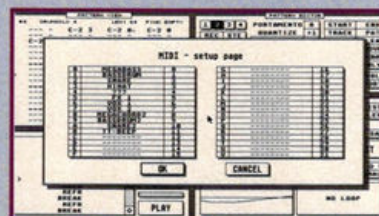
You may have had problems using *Sam 2 Disk* program on last month's Cover Disk that occurs when you run it from within a folder. Because of the way the software is written it attempts to write the sample to a folder with the same name as the folder that contains SAM2DISK.PRG - even if you specify a different hard drive partition and folder name.

If you run SAM2DISK.PRG from C:\SAM2DISK\SAM2DISK.PRG and you specify a directory on drive F, the program tries to record to F:\SAM2DISK\YOUR.SPL even if you specify a different folder name for the sample.

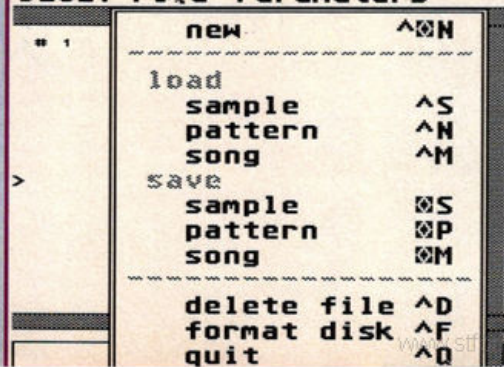
The problem is easily solved by running *Sam 2 Disk* from the root directory of any partition, the sample is then recorded to the root directory of your target partition. It's best to use a completely free partition when sampling direct-to-disk.

This problem doesn't occur in the full version of the program, £35.99 from Datatrax Software, 201 York Road, Hartlepool, Cleveland, England TS26 9EE.

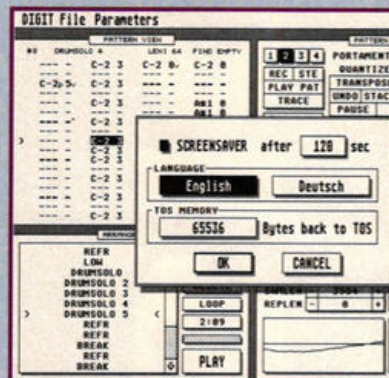
The full version of *Sam 2 Disk* now comes with an additional timing program, a full printed manual and full versions of *Holocaust* and *Atoms 2*.



DIGIT File Parameters



There are loads of options for you to play about with in the File menu, enabling you to perform all those special disk type functions like loading and saving songs, patterns and sound samples.



Digit even has a built-in screen saver to stop the dreaded monitor burn-in from occurring.

The same keyboard conventions as *Music Mon* on last month's Cover Disk apply to *Digit*, you use the keyboard in the same way as a piano with the top two rows of keys acting as one set of black and white keys in one octave and the two rows below acting as a lower octave. The main screen is divided up into four main areas, the Pattern View displaying the notes and sample numbers, the Pattern Editor containing the controls enabling you to build up your tracks, the Arrange Song window enabling you to define the arrangement of the song and the Sample Manager giving you complete control over the samples loaded in the program.

Heroes have big hair

Moving the mouse pointer over any option on the screen displays the name of the function in the top right corner of the display, this makes using *Digit* a simple process. Although the Save Pattern and Save Song options are disabled you can still spend a lot of time building your own songs using the program to see if you like the program. You can also save and load samples in SAM format, if you have *Soundlab* you can convert *Quartet* AVR samples to SAM format and load them into *Digit*. Have a good play with the program, you can come up with some brilliant stuff with a bit of practice and application.

Keep an eye out for the special *Digit* Masterclass in next month's *ST FORMAT*.

You don't have to enter music by hand, you can input directly from a MIDI keyboard.

The following instruction assume a single drive setup set to medium resolution.

- 1 Format a blank disk and mark it as Disk B. This is the destination disk.
- 2 Get your backup copy of your Cover Disk, mark it as Disk A then put it into the disk drive. This is your source disk.
- 3 Click on the Drive A icon, a window opens with the folders on the Cover Disk displayed within it. If you can't see the Drive B icon, move the window so you can see it.
- 4 Double-click on the folder containing the file you want to copy so you can see the contents. Click on the file you are going to copy and keep the mouse button pressed, now drag the file over the top of the Drive B icon.
- 5 When the Drive B icon turns black release the mouse button. The Copy Files dialog box

appears, click on OK to start the copy.

- 6 An alert box appears telling you to put Disk B into Drive A. Do so, and click on OK. Your ST now tells you when to swap disks, follow the instructions on screen and don't mix up the disks.
- 7 When the file is copied put the Cover Disk away and close all windows on screen. Put Disk B into the drive and click on the Drive A icon.
- 8 When the window opens double-click on the TOS file to start the extraction process, after a few minutes a message tells you to press <Return>.
- 9 You can now delete the TOS file from disk B. Follow the instructions in the magazine for the particular program you are using and read all doc files on the disk.
- 10 Repeat as necessary for any other self-extracting TOS files on the Cover Disk. And that's it - one disk decompacted.

WORD QUIZ 4

BY: ARTIZAN SOFTWARE
RESOLUTION: MEDIUM OR HIGH RESOLUTION
MACHINE: ALL STS, HARD DRIVE INSTALLABLE
MINIMUM MEMORY: 512K
FILES: WORDQUIZ.TOS
UNCOMPRESSED SIZE: 189K
GET STARTED WITH: SEE BELOW, WQ1.DOC

Have you ever spent hours trying to solve wordsearch puzzles only to be baffled by the location of the last word? We have as well. Now you can create your own wordsearch puzzles to annoy others using *Word Quiz 4* from our Cover Disk.

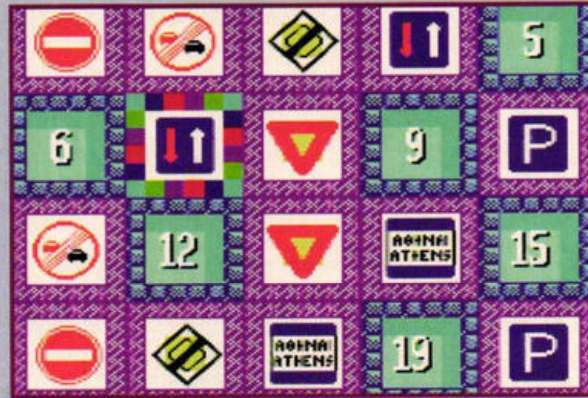
Copy WORDQUIZ.TOS to a blank disk and double-click on it to unpack it. After it has unpacked you can delete the

WORDQUIZ.TOS file from the blank disk. Run WQ1.PRG to load the word square generator, after the info screen appears you can click the mouse to use the program. We've supplied ten different wordsearch puzzles for you to examine so you can see how the complete program works.

Almost all the commands in the program are simple to follow, you can make grids in various sizes from five by five letters up to 20 by 20 letters in size, study the lists of used and unused words in the puzzle, load and save puzzles to disk, move words around in the puzzle and make a hardcopy using your printer. We reckon that "Word Quiz 4 is hours of fun for all the family." Carefully read the WQ1.DOC file for complete instructions for using *Word Quiz 4*.

TWINZ

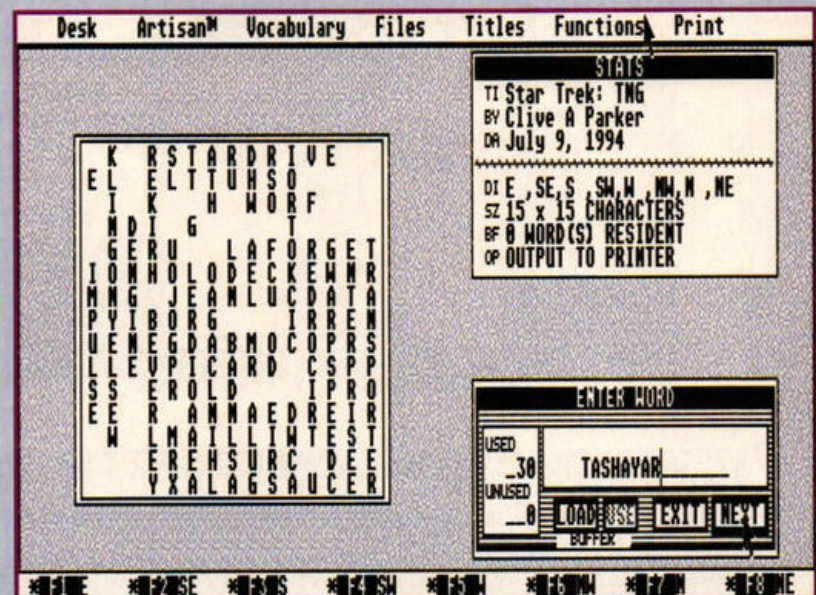
BY: ENIGMA SOFTWARE
RESOLUTION: LOW RESOLUTION
MACHINE: ALL STS
MINIMUM MEMORY: 512K,
REQUIRES JOYSTICK, HARD DRIVE INSTALLABLE
FOLDERS: TWINZ
FILES: TWINZ.PRG
SIZE: 40K
GET STARTED WITH: SEE BELOW



Twinz consists of a seemingly never ending series of grids of 20 squares, numbered one to twenty. Behind each square is a symbol, all you have to do is frantically match pairs of symbols on screen my selecting squares with the joystick. The reason it's frantic is because you are trying to complete the grid before you run out of time.

To run the program just double-click on the TWINZ.PRG icon and wait for the game to load. *Twinz* is simple, addictive and a lot of fun to play.

How far can you get? We've managed to get to level 8b before we failed miserably.



Selecting the Enter Word command from the Functions menu enables you to add words to a puzzle. All you have to do is type in a word and select the Next button, then enter the next word.

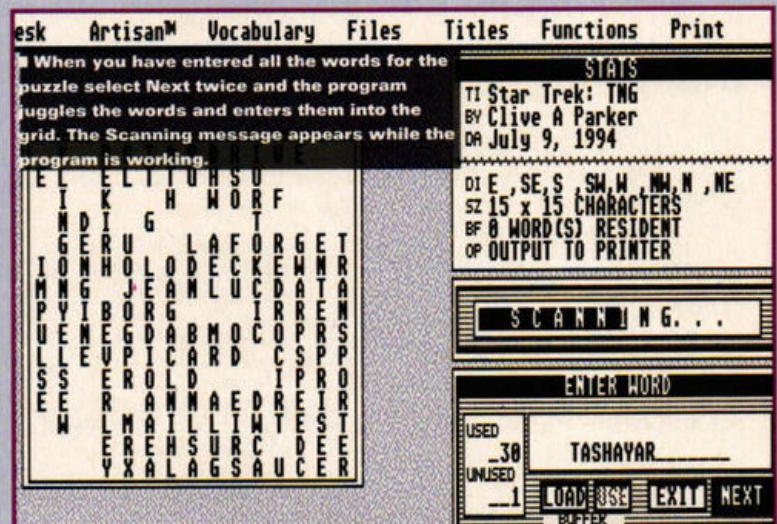
COVER DISK BACKUP

BY: BRIAN TILLEY
RESOLUTION: ALL RESOLUTIONS
MACHINE: ALL STS
MINIMUM MEMORY: 512K
FOLDERS: BACK_UP
FILES: BACK_UP.TOS
SIZE: 13K
GET STARTED WITH: SEE BELOW

"Good evening ladies and gentlemen. I'm here tonight to talk to you about keeping your Cover Disk safe. You should always make a backup copy - or even two - to make sure that none of those wonderful Cover Disk programs get accidentally wiped out. To that end,

I recommend the magnificent Cover Disk Backup program found on all good *ST FORMAT* Cover Disks."

"This program has been specially designed to make the task of backing up your disk a swift and simple process. Get some blank disks ready and insert your Cover Disk into the drive and open the BACK_UP folder, once inside run the BACK_UP.TOS program. All you have to do now is follow the instructions on screen to make yourself some wonderful backup copies of your valuable Cover Disk. Thank you for listening to these few wise words, good night."



ATARI VIEW 3.8

BY: DAVID M SEBERG
RESOLUTION: MEDIUM OR HIGH
RESOLUTION: MEDIUM OR HIGH
MACHINE: ALL STS, HARD
DRIVE INSTALLABLE
MINIMUM MEMORY: 512K
FILES: AV380.TOS
UNCOMPRESSED SIZE: 98K
GET STARTED WITH: SEE
BELOW, AV380.ASC

Atari View is designed as an aid to viewing text files on your ST instead of using the Desktop Show option built into TOS. Copy AV380.TOS to a blank disk and decompact it by double-clicking on the file. After unpacking delete AV380.TOS from the blank disk.

Now run AV380.PRГ and you are presented with the loading screen, select the Load A File option and select the AV380.ASC file to view. The text file loads in and is displayed on screen. A row of options along the bottom of the screen enables you to scroll up and down through the text and select the other program options. *Atari View* is great alternative to the Desktop method of viewing files and is crammed full of other options for searching, statistics and printing. Take a look at the AV380.ASC file and use the built-in help options to learn more about the program.

BOSS DRUM

BY: DIGITAL DESIGNS
RESOLUTION: ALL RESOLU-
TIONS
MACHINE: ALL STS
MINIMUM MEMORY: 512K
FILES: DRUMS.TOS
UNCOMPRESSED SIZE: 225K
GET STARTED WITH: SEE
BELOW

Hmm, we were a bit stingy with drum samples for *Quartet* on Cover Disk 58 so here are a few extra samples to keep you occupied for a while. In fact, we've crammed 55 drum samples in AVR format into this self-extracting file for you to play with.

Copy DRUMS.TOS to a blank disk and then double-click on the file to start the unpacking process. Now go and make a cup of tea. When you get back all the samples will be unpacked and ready to load into the Voice Editor program - see the Masterclass in *ST FORMAT* 60 if you're not sure how to build up complete voice sets from individual sound samples, it's all a lot easier than you might think.

Once all the samples have been fully decompressed you can delete DRUMS.TOS from your blank disk and get to work with *Quartet* to make music.

This version had sooooo many new features and enhancements that I've simply decided to rewrite the documentation instead of trying to somehow logically describe the new stuff in contrast to the old.

The use of i-View now and supported, screen within screen with a that it The ave been feature n within to the The Block a block

Options Screen

Select From Below

About Program
 Accessories
 Bench Mark
 Block
 Display by Page/Line
 Doubled Line Mode
 Load
 Print
 Quit
 Search
 Set Marker
 Statistics

Select From Below

Help
 Maximum Lines
 Un-Corrupt
 Undo to Exit

■ Use the main Options Screen to manipulate text files or learn more about the Atari View program.

Line 1 | Line 2 | Page 1 | Page 2 | Top | Bottom | Options | Line 72 of 959

SEBRA

BY: PATRIK PERSSON
RESOLUTION: LOW OR
MEDIUM RESOLUTION
MACHINE: ALL STS
MINIMUM MEMORY: 512K
FOLDER: SEBRA
FILES: SEBRA.PRГ
SIZE: 12K
GET STARTED WITH: SEE
BELOW

Sebra graces the Cover Disk because you need a mono emulator (like *Sebra*) to run high res programs like *Digit* on a colour system. Using *Sebra* is simple. Copy SEBRA.PRГ to the Auto folder of your boot disk and reset your ST. When the disk boots up *Sebra* asks you if you want to install it - press <RETURN> and your ST shifts into high res mode. That's it!

TEN TIPS FOR COVER DISK SATISFACTION

- 1 Write-protect your Cover Disk by sliding the black tab so you can see through the hole; this prevents you from accidentally erasing data.
- 2 Make a backup copy using the *ST FORMAT Back-Up* program, see the instructions on page 9.
- 3 Always read the instructions for the program you are using on the Cover Disk pages and in any document file on the disk.
- 4 Never run software directly from the Cover Disk except the *Back-Up* program, and always use your backup disk.
- 5 Never try to decompress self-extracting TOS files on the Cover Disk, always copy them to a blank disk.
- 6 If you have any general problems with your ST, consult your manual. If you are still stuck then write to *ST Answers*, 30 Monmouth Street, Bath, BA1 2BW.
- 7 If you can't load, copy or back up your Cover Disk programs then you may have a faulty disk - it happens sometimes.
- 8 Send the disk and a padded self-addressed envelope to:
ST FORMAT January Disk Returns, PO Box 21, Daventry, NN1 5BU
 We pay the return postage. Don't send faulty disks to our Bath or Somerton offices because we don't keep stocks of Cover Disks there.
- 9 If you are having problems with a Cover Disk program go back and read the Cover Disk pages and any DOC files on the disk. If you still can't get the program running, call the *ST FORMAT* Cover Disk Hotline on 0225 442244 on Wednesdays between 2pm and 6pm only - we can't accept calls at any other time.
- 10 If you have other hardware or software queries, contact the manufacturer or publisher. Alternatively, ring the official Atari Helpline on 031 332 93233 between 6pm and 11pm Monday to Saturday and 8pm and 11pm on Sundays.
- 11 All *ST FORMAT* Cover Disks are double-sided, if you have an old STFM and cannot read the Cover Disk then you should upgrade your ST to a double-sided drive - it really is worth it.

WE WANT YOUR PROGRAMS

We pay for your software- so if you've got anything that's good, original and preferably short that you think really deserves to go on *ST's* Cover Disk, send it with this form and full documentation to Clive Parker, *ST FORMAT*, Cover Disk, 30 Monmouth Street, Bath, Avon BA1 2BW

Name _____
 Address _____
 Daytime phone _____ Program title _____
 Total size in K _____

On a separate sheet, explain concisely what the program does and why you happen to think it's so brilliant.

Remember to: ■ Include on-disk and paper documentation ■ Write your name and address on the disk ■ Use a virus-free disk ■ Keep a copy of your program, because contributions are non-returnable ■ Enclose an attractive bribe. Not that it makes a difference.
 Please sign the following declaration: This program is submitted for publication in *ST FORMAT*. It is wholly my own work and I hereby agree to indemnify Future Publishing against any legal action should copyright problems arise.

Signed _____



SENSIBLE SOCCER 13.99 **CHAOS STRIKES BACK** 3.99 **S.O. MONKEY ISLAND** 9.99 **LEMMINGS 2** 7.99 **CHAMP MANAGER 93/4** 9.99 **ISHAR 2** 7.99

IMPORTANT PLEASE NOTE
G = requires at least 1 meg RAM
requires double sided disk drive
NEW item

ATARI ST GAMES

AIRBUS (USA) D/S (1 MEG) 23.49
MS FAMILY (1 MEG) 8.99
UKS D/S (1 MEG) 20.49
HER WORLD 11.49
LYER MACLEAN'S POOL D/S 11.49
LIVING FORTRESS D/S (1 MEG) 24.49
LE OF BRITAIN D/S 12.49
IVER 11.49
XAGON D/S (1 MEG) 24.49
ION FODDER D/S 21.99
PIONSHIP MANAGER 93/94 (1 MEG) 9.99
PIONSHIP MANAGER 93/94 (1 MEG) 9.99
PIONSHIP MANAGER 93/94 (1 MEG) 9.99
OF SEASON DATA DISK 13.49
PIONSHIP MANAGER COLLECTION 13.49
I - UPDATE DISK (1 MEG) 21.49
35 ENGINE D/S (1 MEG) 15.49
35 STRIKES BACK 3.99
RUPTION (MISCROLLS) 7.49
SE FOR A CORPSE (1 MEG) 11.49
RIGHT (1 MEG) 24.49
LANDS 11.49
SARCACTA, STORM MASTER, (1 MEG) 20.49
JEON MASTER & CHAOS 20.49
CES BACK 20.49
BLASTERS D/S 21.99
2 FRONTIER D/S (1 MEG) 20.99
OMARK D/S 19.99
TRIN EAGLE 2 D/S (1 MEG) 19.99
ALCON - DATA DISKS 15.99
TEALTH FIGHTER D/S (1 MEG) 12.49
OFF ICE HOCKEY 8.99
ASTIC WORLDS 11.49
MS, PHIRATES, MEGA LO 11.49
A POLICIOUS, DERLAND D/S (1 MEG) 24.49
COMMAND 2.99
SAMURAI + MEGA LO 11.49
A D/S (1 MEG) 10.99
ES OF FREEDOM D/S (1 MEG) 12.49
KULA 1 GRAND PRIZ D/S (1 MEG) 13.99
RE WARS D/S 8.49
ISIA (1 MEG) 21.99
JURY N GHOSTS (1 MEG) 14.99
IAM GOOCH WORLD 20.99
5 CRICKET D/S 20.99
AM TAYLOR'S SOCCER 8.99
IGER D/S (1 MEG) 8.99
EQUIN 14.49
DALL (1 MEG) 14.49
RATT D/S (1 MEG) 14.49
NA JONES ACTION 4.99
NA JONES ADVENTURE D/S 11.49
12 - LIONS OF CHAOS D/S (1 MEG) 7.99
3 D/S (1 MEG) 21.49
Y WHITES SNOOKER D/S 11.49
ER (MISCROLLS) 4.49

KICK OFF 2 D/S

KINGMAKER D/S 24.99
KINGS QUEST 10.49
KINGS QUEST 2 10.49
KINGS QUEST 3 10.49
KNIGHTS OF THE SKY (1 MEG) 12.49
POCKET RANGER 8.99
LEISURE SUIT LARRY 2 (1 MEG) 10.49
LEISURE SUIT LARRY 3 10.49
LEMMINGS 11.49
LORDS OF CHAOS 8.99
LOTUS TURBO CHALLENGE 2 7.99
LURE OF THE TEMPTRESS D/S (1 MEG) 11.49
M1 TANK PLATOON D/S 11.49
MANAC MANSION D/S 11.49
NIGEL MANSELL'S WORLD 10.49
CHAMPIONSHIP D/S 18.49
ONE STEP BEYOND D/S 12.99
OPERATION STEALTH D/S 11.49
PANG 8.99
PARASOL STARS D/S 8.99
PATRICIAN D/S (1 MEG) 20.49
PICK 'N' FILE 2.99
PIRATES D/S 10.49
PLAYER MANAGER 11.99
POLICE QUEST 1 12.49
POPULOUS & PROMISED LANDS D/S (1 MEG) 10.49
POWER UP (CHASE H.Q. TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) D/S 14.99
POWERDRIFT 3.49
11.49
PREMIER MANAGER D/S 11.49
PRINCE OF PERSIA D/S (1 MEG) 6.99
PRO TENNIS TOUR 2 D/S 10.99
PUSH-OVER D/S 8.99
PUSHOVER COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS, NEW ZEALAND STORY) D/S 14.99
REALMS 10.49
RICK DANGEROUS D/S 7.99
ROBICOOP 2 9.49
ROBICOOP 3 D/S (1 MEG) 9.49
SCRAMBLE (US GOLD) 20.99
ROCKE'S DRIFT D/S 6.99
SABRE TEAM D/S (1 MEG) 10.49
SCRABBLE 17.49
SECRET OF MONKEY ISLAND D/S (1 MEG) 13.99
SENSIBLE SOCCER (92/93 SEASON) D/S 13.99
SENSIBLE SOCCER - INTERNATIONAL EDITION D/S (1 MEG) 15.49
SHADOW OF THE BEAST 7.99
SHADOWGATE 3.99
SHADOWWORLDS D/S (1 MEG) 8.99
SILENT SERVICE 2 D/S (1 MEG) 13.99
SLIPWALKER (STE) 21.99
SPACE QUEST 1 12.49
SPECIAL FORCES D/S (1 MEG) 10.99
SPEEDBALL 2 8.99
STREET FIGHTER 2 D/S (1 MEG) 11.49
STUNT CAR RACER 6.99
SUPER CARS 2 9.49
SUPREMACY D/S (1 MEG) 10.49
TACTICAL MANAGER D/S (1 MEG) 10.49
WIZ-KID D/S 8.99
WOLF WRESTLING D/S 8.99
ZOOZ 9.99
TROJAN LIGHT PHASER GAMES 7.99
TROJAN - CYBER ASSAULT 4.99
TROJAN - FIRESTAR 4.99
TROJAN - THE ENFORCER 7.99

ATARI ST EDUCATIONAL

FUN SCHOOL 4 (5-7 YRS) 16.49
MICRO GERMAN (BEGINNER TO GCSE AND BUSINESS LEVEL, CONFORMS TO NATIONAL CURRICULUM) 18.99
NODDY'S PLAYTIME (BEGINNER TO GCSE AND BUSINESS LEVEL, CONFORMS TO NATIONAL CURRICULUM) 17.49
CIVILISATION GUIDE BOOK BY SID MEIERS 16.49
CORISH COMPUTER GAMES GUIDE (HINTS, TIPS AND POKES FOR OVER 600 COMPUTER GAMES) 12.99
DUNGEON MASTER HINT BOOK 3.99
SECRET OF MONKEY ISLAND HINT BOOK 8.99

MEGADRIVE GAMES

ALL GENUINE UK VERSIONS
ALADDIN 39.99
ARIEL - THE LITTLE MERMAID 13.99
BAXLEY SHUT UP AND JAM! 39.99
BUBBLE BOBBLE 17.99
CHAOS ENGINE 39.99
CHUCK ROCK 22.99
COMBAT GAMES 17.99
CORPORATION 40.99
DRAGON 39.99
EA SPORTS SOCCER (FIFA SOCCER) 39.99
ECCO (DOLPHIN) 39.99
ETERNAL CHAMPIONS 47.99
EURO CUP SOCCER 15.99
F22 INTERCEPTOR 18.99
FLASHBACK 35.99
FORMULA ONE RACING 39.99
GHOULS N GHOSTS 17.99
GODS 17.99
GOLDEN AGE 2 15.99
INTERNATIONAL RUGBY (RUGBY 2) 31.99
GUNSTAR HEROES 25.99
HARDBALL '94 32.99
INCREDIBLE HULK 38.99
JUNGLE STRIKE 15.99
JOHN MADDEN '93 15.99
JOHN MADDEN AND EA ICE HOCKEY 15.99
JUNGLE BOOK 40.99
LEGEND OF THE MYSTIC MINA 58.99
LANDSTALKER 54.99
LETHAL ENFORCERS (WITH LIGHT GUN) 54.99
LOTUS TURBO CHALLENGE 17.99
MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON) 16.99
MICKY AND DONALD - WORLD OF ILLUSION 18.99
MICRO MACHINES 28.49
MICRO MACHINES 2 28.49
MORTAL KOMBAT 32.99
NBA JAM 42.99
NHL HOCKEY '93 19.99
NHL PA ICE HOCKEY '93 19.99
PETE SAMPRAS TENNIS (J-CART) 34.99
FOUR PLAYER GAMES 24.99
POPULOUS 24.99
R.B.I. BASEBALL '94 39.99
ROAD RASH 19.99
ROBOBOO (JAMES POND 3) 14.99
SENIA SUPER MONACO 17.99
SENSIBLE SOCCER 30.99

SIMPSON'S

SONIC 1 13.99
SONIC 2 13.99
SONIC 3 43.99
SONIC SPINBALL 29.99
SPEED RACER 29.99
STREET FIGHTER 2 - CHAMPIONSHIP 30.99
STREETS OF RAGE 2 24.99
STREETS OF RAGE 3 25.99
SUPER KICK OFF 13.99
SUPER MONACO GP 17.99
TANZANIA 19.99
TERMINATOR 19.99
TIE JAM AND BARE 2 34.99
URBAN STRIKE 67.99
VIRTUA RACING 29.99
WINTER OLYMPICS 29.99
X-MEN 13.99
XENON 2 13.99

SUPER NES GAMES

ALL GENUINE UK VERSIONS
ALADDIN 41.99
ALIEN VS PREDATOR 39.99
BARKLEY SHUT UP AND JAM! 32.99
BAXLEY SHUT UP AND JAM! 32.99
CHAOS ENGINE 43.99
CLAYFIGHTERS 41.99
DESERT FIGHTER 39.99
FOA TOUR 32.99
EQUINOX 39.99
FIFA SOCCER 39.99
FLINTSTONES 39.99
INCREDIBLE HULK 32.99
JOHN MADDEN '93 19.99
JUNGLE BOOK 40.99
JURASSIC PARK 39.99
KRISTY'S FUN HOUSE 19.99
LETHAL ENFORCERS (WITH LIGHT GUN) 64.99
MARIO ALL STARS 39.99
MEGA MAN X 32.99
MORTAL KOMBAT 32.99
NEBA JAM 40.99
NHL '93 ICE HOCKEY 24.99
PAC ATTACK 32.99
PAC MAN X 32.99
ROCK AND ROLL RACING 37.99
SENSIBLE SOCCER 39.99
SBM CITY 19.99
SLASH TENNIS 40.99
SPECTRE 39.99
SPEED RACER 32.99
STARWING 19.99
STREET FIGHTER 2 34.99
STREET FIGHTER TURBO 32.99
SUNSET RIDERS 25.99
SUPER BOMBERMAN 35.99
SUPER MARIO KART 33.99
SUPER MARIO KART 33.99
WORLD LEAGUE BASKETBALL 17.99
YOUNG MERLIN 47.99



JOIN now from just £4.00

READ Special Reserve Magazine

48 Page colour club magazine sent bi-monthly to members only. The latest Reviews, Charts & Release Schedule

CHOOSE from our Huge Selection

Disks, CD's, Cartridges, Utilities, Education, Home Office, New Technology and Hardware. 16 Page colour catalogue.

BUY at Best Possible Prices

Just one purchase from Special Reserve will normally save you the cost of joining. Top discounts on all products.

SAVE with our Special Deals

Always hundreds of Special Reserve Offers. Top games at prices you won't believe and hardware at amazing reductions.

SAVE MORE with our XS Coupons

Money-off coupons worth over £180 a year off top games. You'll find them on the back page of each club magazine.

AND ENTER our FREE competitions

Six reasons why over 200,000 people have joined Special Reserve, the biggest games club in the World!

We only supply members but you can order as you join. Just send in the form below or phone. There's no obligation to buy.

0279 600204

OPEN to 8pm DAILY or by Fax on: 0279 726842
FREE 16-PAGE COLOUR CATALOGUE - JUST ASK

CLUB SHOPS

OPEN 10am TIL 8pm SEVEN DAYS A WEEK!
CHELMSFORD - 43 Broomfield Rd
just around the corner from the bus station
SAWBRIDGEWORTH - The Maltings
200 yards from the train station

CD32 SPECTACULAR VOYAGE PACK WITH MICROCOSM AND CHAOS ENGINE PLUS ADDITIONAL WING COMMANDER, OSCAR, DIGGERS & DANGEROUS STREETS WHILE STOCKS LAST	230.00
A1200 LEMMINGS PACK - SAVE £49.99	270.00
A1200 DESKTOP DYNAMITE PACK - SAVE £49.99	300.00
A1200 COMBAT INNOVATIONS PACK - SAVE £39.99	310.00
plus value added top software packs - SAVE OVER £80 - please ask for details	
AMIGA HARD DRIVES	FROM 135.99
SONY 14" TV/MONITOR FOR AMIGA, CD32 OR CONSOLES, FREE SCART LEAD	194.99
GAME GEAR WITH SONIC 1 PLUS FOUR GAME CARTRIDGE	74.99
GAMEROY WITH SUPER MARIO LAND AND BATTERIES	57.99
SUPER NES WITH MARIO ALL STARS + SCOPE & GUN + 6 GAMES + PAD	114.99
SUPER NES WITH STREET FIGHTER TURBO AND ONE CONTROL PAD	95.99
MEGADRIVE 1 WITH FIFA SOCCER AND TWO CONTROL PADS	114.99
MEGADRIVE 2 WITH SONIC 3 AND TWO CONTROL PADS	124.99
ATARI JAGUAR 64-BIT CONSOLE GENUINE UK VERSION	229.99

MEMBERSHIP FEES	6 MONTHS MEMBERSHIP	ONE YEAR MEMBERSHIP	TWO YEARS + FREE HARD UNDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
All prices include VAT and carriage to UK mainland. See back of order form for overseas surcharges. We supply hardware orders to UK mainland addresses only.
(PLEASE PRINT IN BLOCK CAPITALS)

Name _____
Address _____
Postcode _____
Phone _____ Machine _____
Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK 7.00)**
item _____
item _____
item _____
item _____
ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No. _____)
Card expiry date _____ Signature _____
Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH
Overseas Orders Surcharge (EC or World)
Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.
Overseas orders must be paid by credit card.

SONY KVM1400 14" FST COLOUR TV/MONITOR WITH REMOTE CONTROL.
60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN & LOOP AERIAL.
FREE SCART LEAD (STATE AMIGA, ST, MDRIIVE SNES OR CD32).
SCART INPUT GIVES PIXEL PERFECT PICTURE.
SONY TV (GREY AS SHOWN) 184.99
SONY TV (WHITE) 194.99
SONY TV + FASTEXT 244.99

DYSAN
DSDD 3.5" DISKS WITH LABELS
PACK OF 50 19.99

PRINTERS
IZEN ABC PRINTER WITH COLOUR KIT
PIN, 80 COLUMN, 192CPS/84NLQ, 5LQ/1 AFT FONTS, 2 YEAR WARRANTY, FREE INTER LEAD. EASY TO USE 159.99
NON BJ10-SX BUBBLE JET PRINTER.
NOZZLE, 80 COLUMN, 110LQ CPS 2LQ/3 DRAFT VTS, 1 YEAR WARRANTY, FREE PRINTER LEAD, MALL PORTABLE PRINTER, VERY QUIET, GIVING OUTSTANDING PRINT QUALITY. 185.99
IZEN SWIFT 200C PRINTER WITH COLOUR KIT
PIN, 80 COLUMN, 216CPS/72LQ 6 LQ/1 DRAFT NT, AUTO SET FACILITY, INPUT DATA BUFFER, TO PAPER LOADING, ENVELOPE PRINTING, EAR WARRANTY, FREE PRINTER LEAD. 189.99
IZEN SWIFT 240C PRINTER WITH COLOUR KIT
PIN, 80 COLUMN, 240CPS/80LQ, 9LQ/1 DRAFT NT, 2 YEAR WARRANTY, FREE PRINTER LEAD, VANCED VERSION OF 24E WITH AUTOSET ATTURE AND LCD CONTROL PANEL. 219.99
INTER LEAD (PARALLEL) 1.5 METRES 7.99
INTER LEAD (PARALLEL) 5 METRES 10.99
ST COVER FOR 80 COLUMN PRINTER (EAR PVC) 4.99
INTER STAND FOR ANY PRINTER 7.99
OD RANGE OF RIBBONS AND INK CARTRIDGES IN STOCK
ON 0279 600204 FOR OUR FREE 16-PAGE CATALOGUE

DISKS & ACCESSORIES
PACK OF 10 DYSAN DOUBLE DENSITY 3.5" DISKS + CASE, WITH LABELS AND FREE PLASTIC FLIP TOP DISK BOX. 5.99
PACK OF 10 TDK MF-2DD 3.5" DISKS + LABELS 7.99
PACK OF 50 DYSAN DSDD 3.5" DISKS + LABELS 19.99
PACK OF 50 VERBATIM HIGH DENSITY 3.5" DISKS WITH LABELS 25.99
3.5" DISK HEAD CLEANER 4.49
DISK BOX 3.5" PLASTIC FLIP TOP (10) 2.49
DISK BOX 3.5" (120) LOCKABLE, DIVIDERS 9.99
MEDIA LIFE DISK FILE DRAWER (100 CAPACITY), STACKABLE DESIGN 13.99
MEDIA LIFE DISK FILE DRAWER (200 CAPACITY), STACKABLE DESIGN 15.99
DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS 9.99
EXTERNAL 3.5" DISK DRIVE FOR ANY ATARI ST WITH SONY/CITIZEN DRIVE MECHANISM, 800K FORMATTED CAPACITY, QUICK, HIGH QUALITY, SLIM LINE DESIGN, COLOUR MATCHED METAL CASE AND LONG REACH CONNECTION CABLE. 59.99
MEDIA LIFE A4 COPY HOLDER. FREE STANDING, EASY SELF ASSEMBLY. HOLDS A4 PAGE FOR COPY TYPING INTO WORD PROCESSOR, DATABASE, SPREADSHEET ETC (NEW) 6.99
MEDIA LIFE CD FILE DRAWER (30 CAPACITY), STACKABLE DESIGN, EASY SELF ASSEMBLY 15.99
ANTI-SURGE 4 WAY MULTIPLUG EXTENSION FOR ANY ELECTRICAL DEVICE, PROTECTS AGAINST ELECTRICAL SURGES 24.99
SCART LEAD - ATARI ST TO SONY TV 9.99
SCART LEAD - ATARI ST TO PHILIPS TV 9.99
RF SWITCH - AMIGA, ST OR CONSOLE. SWITCH BETWEEN TV AERIAL AND COMPUTER 3.99

JOYSTICK EXTENDER
CABLE FOR AMIGA OR ST (3 METRES) 6.99
PORT EXTENSION ADAPTOR FOR AMIGA OR ST (PACK OF TWO). EXTENDS JOYSTICK AND MOUSE PORTS BY 21CMS 6.99
ROBOSHIFT INTERFACE FOR AMIGA OR ST (PLUGS MOUSE & JOYSTICK INTO ONE PORT) 13.99
COLOUR PLAYER JOYSTICK ADAPTOR FOR AMIGA OR ST 7.99
BOLLSTICK HAND HELD JOYSTICK FOR AMIGA/ST. MICROSWITCHED WITH AUTOFIRE 10.99
CHEETAH BUG JOYSTICK FOR AMIGA/ST. MICROSWITCHED WITH AUTOFIRE 13.99
COMPETITION PRO EXTRA JOYSTICK FOR AMIGA/ST. CLEAR BASE, MICROSWITCHED WITH AUTOFIRE 11.99
QUICKJOY JET FIGHTER JOYSTICK FOR AMIGA/ST. MICROSWITCHED WITH AUTOFIRE 11.99
QUICKJOY TOP STAR JOYSTICK FOR AMIGA/ST. MICROSWITCHED WITH AUTOFIRE 17.49
QUICKSHOT 128F MAVERICK 1 JOYSTICK FOR AMIGA/ST. AUTOFIRE 11.99
QUICKSHOT 137F PYTHON JOYSTICK FOR AMIGA/ST. AUTOFIRE 9.99
MEGAGRIP 2 JOYSTICK FOR AMIGA/ST. AUTOFIRE 11.49
SCORPION PLUS JOYSTICK FOR AMIGA/ST. ARCADE STYLE WITH TURBO FIRE. 9.99
SLIKSTIK JOYSTICK FOR AMIGA/ST. 5.99
SUPER PRO ZIP STICK JOYSTICK FOR AMIGA/ST. MICROSWITCHED WITH AUTOFIRE 11.99
SWIFT TP200 JOYSTICK FOR AMIGA/ST. TURBO FIRE AND AUTOFIRE 9.99

MICE
ALFA MEGAMOUSE 2 FOR AMIGA OR ST 11.99
ECLIPSE MOUSE FOR AMIGA OR ST. 290 DPI RESOLUTION AND LONG CORD 9.99
MOUSE MAT WITH SPONGE BACKING (shown - colours may vary) 4.99
MOUSE MAT (JUNGLE SCENE) WITH SPONGE BACK AND COLOUR PRINT (not shown) 6.99
RT EXTENSION ADAPTOR (TWO) - EXTENDS USE AND JOYSTICK PORTS BY 21CM 6.99

LONDON ATARI SHOW "GREAT SUCCESS"

The Spotlight 94 show at London's Novotel (28-29th May) was deemed a "great success" by organisers and ST hardware specialists Gasteiner. "We've had some very positive feedback and are looking at the possibility of future shows" Gasteiner boss Vas Shah enthused, as more than 3 200 visitors crammed through the door. Packed with bargains and new ST products, the show was an ideal way for the computing curious to spend time and save money.

Most of the major ST players were present, all showing off not only their current range but kit in development as well, with Compo, Gasteiner, HiSoft, Digital Domain and Digital Village among the many exhibitors. Many ran special show offers to tempt visitors into parting with their cash, and it seemed to work with First Computers stating "This two day show has been more profitable for us than many of the bigger exhibitions" and

HiSoft describing Spotlight as a "brilliant show".

Now two more similar shows have been announced, this time organised by Compo Software. Bristol and London will be the venues; while the dates are likely (although they've yet to be confirmed) to be 30th and 31st of July. We'll have full details of where and when next issue.

■ **Spotlight '94** - a great show with some serious bargains on offer for London-based ST owners.



STARS OF THE SHOW

Digital Village unveiled a highly slick Falcon rack system named the Hawk. It's designed to make computers more acceptable to musicians and practical for studio use by turning the classic 'ST shape' Falcon into a 19inch rack compatible, 2 U high unit.

By ripping the Falcon out of its 'ST' casing, servicing and then replacing it in this slick blue casing - all for

a mere £?? - it becomes an ideal machine for people who want a Falcon for its musical power alone. The Hawk will initially be sold as a complete package, but Digital Village are looking at the possibilities of offering to upgrade privately owned Falcons and maybe even STs. For more details of the Hawk call Digital Village on 081 440 3440.



■ **The Hawk.** This new rack system should make the Falcon accessible to all musicians in all studios.

ATARI BIG GUN BOB BRODIE RESIGNS



After recently resuming his post as Director of Communications for Atari US, Bob Brodie has resigned, effective

■ **The Atari logo** cast in stone outside their US headquarters in Sunnyvale, California.

from 3rd June, after five years with the company. Bob has left to work as Director of Technical Support for GS Corp, the company developing the NeXT Step operating system. Bob accepted the position after lengthy consideration because he's been offered a larger salary and the opportunity to spend more time at home with his family, in fact, Bob is now working from home.

The NeXT Step operating system originally ran on NeXT com-

puters and workstations, NeXT have discontinued the hardware side of the business and ported the OS to run on 486 PCs and are working on versions for Sun and Hewlett Packard workstations, RISC based machines and a number of other systems.

At the moment Atari US have no definite plans to fill Bob's old position but intend to re-organise their setup and split various duties between present members of the staff in Sunnyvale.

THE BIG STORE

We all know that music and MIDI systems need huge a volume of storage space, especially if your setup is used for sampling and D2D recording. Now help is at hand – a specialist in the field is offering a new hardware service.

A F Weaver Engineering Hardware Services – nice name – specialise in big fat hard drives for music hardware including Atari, Mac, Akai, Digidesign, Kurzweil and Roland digital systems. They produce, among other things, computers, hard disk recorders and sample editors. The three main types of drive hardware used are IBM, Maxtor and Hewlett Packard drives, the

latter being especially suited for rugged "on the road" use because of their capacity to withstand large physical shocks.

Drive interfaces include SCSI1, SCSI2, Wide SCSI2 and IDE with capacities of up to a Gigabyte in standard 3.5inch units, Magneto Optical and DAT storage units are also available. Another service on offer is the mounting of computers in standard 19inch rack cases so you can just slot your cases in the rack with all your other music and MIDI equipment, so if you fancy having your ST in a matt-black rack-mount case call 071 267 3308 for full details of specs and prices.

TRADE IN THAT DRIVE

If you have an old working 20, 40 or 50MByte hard drive then you can trade it in for a new 525MByte drive in a mini case from Gasteiner saving £150 on the normal price of £649. That's a massive half Gigabyte drive for just £499 including the Top Link SCSI adaptor - see the review of the Top Link on page 40. Gasteiner also supply a full range of drives in other sizes, give them a call on 081 345 6000 for a full range of prices and sizes.

WAY OUT WEST

Report by Greg Kopchak

June 4th saw the second Texas Atari Festival in San Antonio, home of the Alamo. Far from being an international event, the show pulled crowds from Texas, Louisiana and Oklahoma, all of whom were enthusiastic to see the latest developments for their STs.

Among the exhibitors were Gribnif, showing off their imminent Neodesk 4, a multi-tasking system to put all others to shame. In the same vein, Trace Tech were there with a data compression system for saving on that expensive hard disc space. It's only a pity it was in Texas, really.

All is not lost, though – one of the sysops from the Atari area of GENie was posting reports from the show as it happened, so the whole world could attend in spirit. Anyone who hasn't already seen the Atari library might want to take a look, with over 30,000 files available to the user.

Those attending the show were the first to see It's All Relative showing off the latest Kodak Photo CD developments, including the Winning Pictures collection amongst other portfolios.

The whole affair continued its strong line-up with DMJ Software's

US SHOW REPORT



■ The Texans, it seems, are as keen on STs as us Brits - bless 'em.

View 2 (and a special deal on Sound Lab), Moving Pixels Software's Art for Kids multimedia packages, Toad's fax modems, all set to music by MIDI SIG of the San Antonio Club.

The attendance figures weren't the biggest ever, but that wasn't

the point – with a crowd as enthusiastic as that one, users Britain should think about setting up their own conventions. You'd be surprised just what a user group can do...

'Users in Britain should think about setting up their own conventions'



■ Remember the Alamo! This is where the Texas Atari Festival took place. Well not precisely here, in the old fort, but close to here.

RUMOURS...

NO TOS 5

When queried about the rumoured TOS 5 under development at Atari's Sunnyvale HQ, Bob Brodie said "TOS 5 would be the next logical upgrade from the Falcon's TOS 4, unfortunately TOS 5 has never existed."

The latest disk based development version of TOS released to developers for testing is TOS 4.92, at present there is no work being done on new versions of TOS although MultiTOS is still being developed, Atari are concentrating all their efforts on Jaguar development. We'll just have to wait and see what happens next.

REBELLION IN THE USA

In the rush to complete Alien vs Predator in time for a summer launch, Atari have flown two members of Rebellion over to Sunnyvale to help finish the game and add the final polish. Members of Atari's own software development teams have been pulled from other projects to assist in finishing AvP.

FASTER JAGS?

The Jaguar 2 is still under development and is said to run at least twice as fast as the original Jaguar but retains full compatibility with all Jaguar games. Meanwhile, Atari Games are forging ahead with their project to put the Jaguar inside an arcade cabinet.

ATARI AT CHICAGO

Whispers from inside Atari US hint that they plan to have 35 stations set up at the Summers CES show in Chicago each with a Jaguar running a different game, also lined up are some CD-ROM demos. Latest info is that there are ten Jaguar titles close to being ready within the next "30 to 60 days."

CD-ROMS AWAY

Jag CD-ROM development kits are shipping to software houses "now" and CD-ROM drives and software should be on show at the Chicago CES. The Jaguar CD-ROM is likely to have built-in lightshow software (a hint of Minter here?) activated when an audio CD is played on the unit, the price is still expected to sell for \$199 - probably with tax added on top of that - at the end of the summer. Jeff Minter is expected to travel to Sunnyvale to assist in the final nips and tucks of the CD-ROM project.

FUTURE ENTERTAINMENT SHOW 3

That's right - the hottest, most advanced, fun-filled, prestigious and packed show in Britain is back again. From 26-30 October at Earls Court 2 in London, you can experience the next generation of home computing technology at your leisure.

Everybody is going to be there - from programmers through home users to musicians. The reason for this is simple - the FES caters for every taste. Being an STF reader, you'll be able to see and hear demonstrations of the very latest musical, serious and gaming technology available, attend forums on getting the most from your machine, upgrading, specific applications, and even careers in computing. Techie nuts can also take the opportunity to corner some of the top names in the industry and ask them the questions the world wants answers to.

If you're a budding muso, you'll also be interested in the Future Music Village, an area of the show set aside specifically for all things tuneful, ably hosted by Future Music, the resident (and leading) electronic music magazine.

Failing that, if you're still suffering school, get your teacher to take you - they'll learn more about computers in education than they

■ The FES 3 looks set to be the computing event of 1994 - miss it and you could miss out on some serious ST goodies.

CD MultiMedia Entertainment Desktop Music Home Office Education Entertainment

Future Entertainment
Earls Court 2 26-30 Oct 94
The World of Home Computing

ever will by struggling along with the clunky class PC - and you'll get the chance to lose them and give it

'Be part of a living, breathing, truly interactive computer magazine'

ticket, though, won't you? Easy, really - just ring (0369) 4235, and you can book yours by credit card. If you manage it before 31st July, you'll be automatically entered

some on the hot, exclusive games you'll find in the Future arcade.

So if you want to be a part of a living, breathing, truly interactive computer magazine, the FES is the place to be.

You'll need a

FES FREEBIE FUN

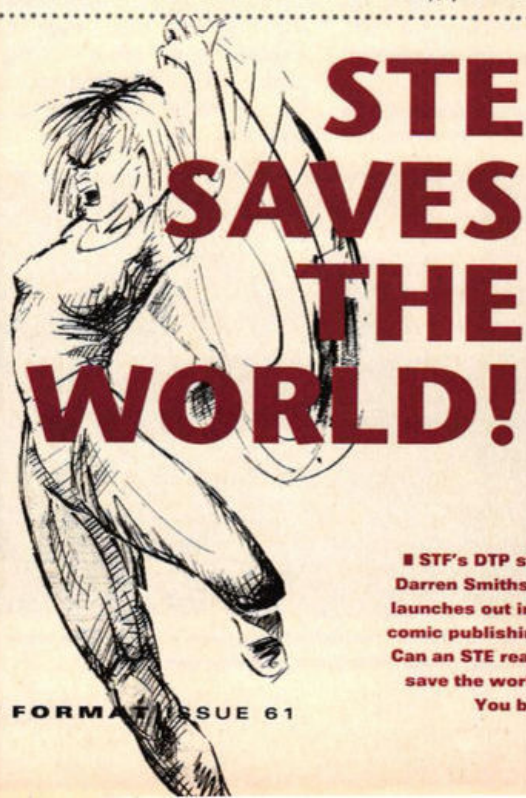
OK, it's free tickets time. The first ten people to correctly tell us who the first editor of STF was will win free tickets! That's right, utterly free! All normal rules apply, including a closing date of 1st August. Send your postcard entries to the usual STF address. Happy now?

into a prize draw, in which you can win one of five £100 vouchers to spend at the Silica stand during the show (that means loads of hot goodies, folks).

Tickets cost £6 in advance, so there's absolutely no excuse for not booking one right now. If you do manage to find some reason not to

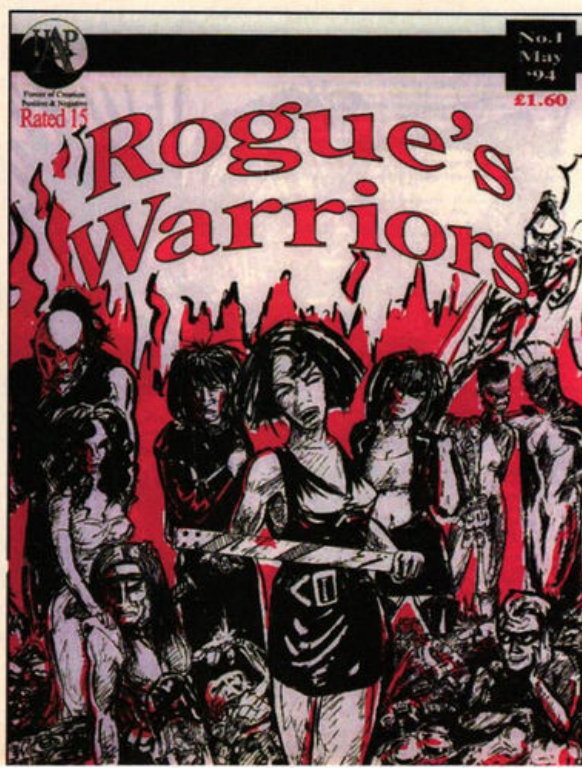
pick up the phone and start dialling right now, tickets are available on the door for only £7 anyway, so you've got absolutely no excuse not to go, have you?

You have? Right. There's wheelchair access, children of all ages are catered for, and the STF team will be there!



STE SAVES THE WORLD!

■ STF's DTP star Darren Smithson launches out into comic publishing. Can an STE really save the world? You bet!



Darren Smithson, a long time STF enthusiast and author of our DTP feature in issue 58, has recently written a series of comic books featuring the adventures of a series of psychotic warriors with STF. Yes.

Telling the birth of a super-hero team set in the hard gritty world of near future society, Rogue's Warriors is brutally drawn by Pete Dixon and written by Darren Smithson. The books will run in sets of twelve, each costing £1.60. There is a minimum reader age of 15.

For more information or a copy, write to HAP, 15 Highgrove Street, Reading, Berks, RG1 5EJ or call (0734) 868271.

THAT SCOTTISH BLOKE

Dominik Diamond is set to return to TV computer and games show GamesMaster, as the TV companies bid to turn around their flagging fortunes on the ratings front.

Anyone who's had the experience of turning on a television and having Dexter Fletcher screaming in their face will definitely remember GamesMaster. Those who've had this experience a long time ago will remember that the show was originally hosted by Dominik Diamond, who handed over to Fletcher after two seasons.

Is this change for a deeper reason, though? Computer games have had gradually less and less TV coverage over recent times, as the console hype has died down – the general public realises that computer games are not the way forward for mankind, virtual reality is not going to change anyone's life, and epilepsy was

around a long time before Mario was born. And GamesMaster particularly suffered – as the changes in format and presenters were rejected by the viewing public.

Patrick Titley, executive producer of Bad Influence (YTV's games show) identifies the problem: "I don't think the real games coverage has gone down, it's just that all the programmes whose business it is to cover fads are no longer

bothering with it." Could this lack of mass coverage spell the end for the computer game industry?

With the arrival recently of more serious shows, like BBC2's The Net, hitting our

airwaves, it appears that TV computer shows are here to stay, but they have just lost that hypey console tone. Meanwhile, dear old Dominik is making a surprise return to our screens in the Autumn.

**'It appears
that TV computer
shows are here
to stay'**

■ GamesMaster sees the return of TV's Mr Games, Dominik Diamond.



ANOTHER SHOW

These computer shows are always pretty costly, aren't they? Computer Deals 94, a show running at Olympia from July 22 to 24 looks set to change all that, by offering a two adult and three children admission for only £20, making roughly (or exactly, even) £4 per head.

Unlike other shows, Computer Deals 94 has been devised purely to save users huge amounts of money, offering up to £1 million of bargain offers to the public. The organizers

have also incorporated GameXchange into the bargain, which is a forum for swapping Nintendo and Sega goods under extremely strict quality control.

"We're looking to get the real crowds back by offering value for money – so everyone will get a good deal at Computer Deals 94," says Tony Newmark, the new show's organizer.

To order your tickets at £7 a pop, or £20 for the family, ring the hot-line on (0369) 5335.

COMPUTER DEALS '94

featuring

GAMEXCHANGE

*Blast off into the Summer holidays with the hottest event ever held. Here is an Aladdin's Cave of goodies at unbelievable rock bottom prices – and it's waiting for **YOU!***

**AT THE
NATIONAL HALL
OLYMPIA LONDON**

**Friday, July 22 9.30 am – 5.30 pm
Saturday, July 23 9.30 am – 5.30 pm
Sunday, July 24 9.30 am – 4.30 pm**

**BEAT THE QUEUES AND
SLASH ATTENDANCE COSTS
WITH ADVANCE BOOKING!**

ADVANCE TICKET HOTLINE

 **0369 5335**

and **SAVE £5** on a family ticket providing admission for two adults and up to three children (OR JUST £3 EACH!)

'PLUS' advance Adult Ticket bookings NOW only £5 (Saving £2 per Ticket)

Please send me _____ Family Tickets (At £15 Each)
_____ Adult Tickets (At £5 Each)
_____ Children's Tickets (At £5 Each)

Total Payment £ _____

Method of Payment (Please tick) ☐ Access

☐ Visa

☐ Cheque/PO

Credit Card Number _____

Expiry Date _____

Name _____

Address _____

Postcode _____

Type of computer owned _____

Please make all cheques payable to J & Z Enterprises

**Send this coupon to Computer Deals '94,
PO Box 9, Dunoon, Argyll PA23 8QQ**

STF

HOW DEEPLY SAD!

Just as CD-ROM gets serious the thorny old debate over computer pornography and censorship has raised its head in the House Of Commons. Thankfully, no-one's been sad enough to let the side down and give the techno-phobes any real ammunition to... oh no, too late.

That's right - we now have 'top-shelf' CDs, as the 'glamour' magazine Fiesta makes it onto CD-

ROM for PC users everywhere. In an overture of raincoatness though, they're currently selling Fiesta CD-ROM (nice, challenging title that) boasting over 2,300 'models' with less morals than business sense, accompanied by various dodgy interactive sequences. Cheers folks, why not tar us all with the same brush. What's next a Soldier Of Fortune CD on 1001 interesting uses for an AK47?

SOME HUGE SWAMPY PLACE, APPARENTLY

Just a quick one to let you know that Everglade, a Scottish mail order house, has started stocking ST games at fabulous prices. What the hell - let's annoy our advertising department (and them, if they've just bought an ad) by printing some of their list for them. Costing anywhere between £2.99 and £4.99 they've got classic games like: *Little Computer People*,

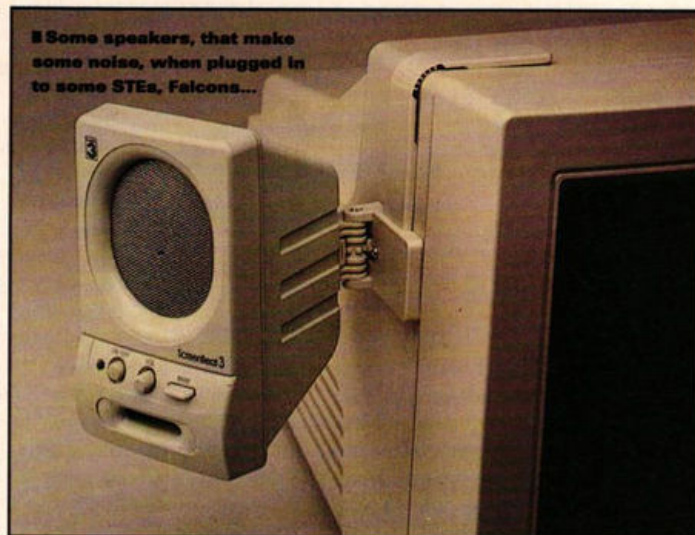
Gemini Wing, *Spitfire 40*, *Ikari Warriors*, *Beyond the Ice Palace*, *Mercenary*, *Matrix Marauders*, *Fernandez Must Die*, *Seven Gates of Jambala* and *X-Out*.

By now, the ad department will be really, really, annoyed, what with us printing their stock list free of charge, so we'd better not print their phone number really, had we, otherwise we'll be in serious trouble. 0463 240168, blast!

SCREENBEAT 3

If you're an international jet-setter like, erm, - oh, what's the name of that top international jet-setter? - well, anyway, if you are one, you want to be sure of the best in sound quality for your ST. ScreenBeat 3, Spectravideo's new speaker system (compatible with STEs and Fal-

cons) has just been released for £16.99, a definite bargain for all those with a craving for ear-splitting explosions. Not only do these speakers handle your ST's sounds with the greatest of ease, but they'll also plug happily into a Walkman, giving you music while you work as well.



Some speakers, that make some noise, when plugged in to some STEs, Falcons...

CD INDUSTRY DOOMED!

The relatively young CD market, across all formats, is already under threat from both software pirates and publishers. The European Leisure Software Publishers Association (ELSPA) have recently tracked the first wave of pirated CDs into the UK, a trend which is forcing some softies to reconsider their support for the format.

The software industry loved the consoles. The cartridge form was a standard they were incredibly difficult to copy - fact that made them appealing

'ELSPA are keen to take a rubber hose to the next wave of software industry saboteurs'

to publishers of programs on floppy. When CD-ROM arrived, the same assumption was made - no-one would have the resources to copy and distribute them illegally. Ha.

Enter "shovelware", CDs packed full of business applica-

tions, games, and pornography by the bucket-load, everything from *Lemmings* to *AutoCAD*, much to the surprise of the computer industry. The CD-writing process, previously involving equipment costing millions of pounds (about four) has now dropped to around £2,500. Enter the pirates. Cue concern about profit margins.

It goes without saying that ELSPA are keen to take a rubber hose to the next wave of software industry-saboteurs, so if you have any information that could help

them, you can ring 0386 833810 and talk to their heavy squad. Such threats are bad news for all as the potential of CDs is absolutely massive - for details of just exactly what they can offer ST users see page 48.

DON'T MISS OUT ON ST FORMAT

MAG*SAVE



Banish those I-can't-find-my-copy-of-ST FORMAT blues by ordering your copy of the magazine direct from your newsagent. As well as ensuring that you get your copy without the fuss of having to search all over town for it, you get a completely pristine copy - nobody's going to have had the chance to get their grubby fingers all over it. All you have to do is what thousands of other people are already doing - just fill out the coupon below and give it to your newsagent who's happy to keep hold of ST FORMAT for you. You could even have it delivered to your front door, making life even easier for you.

So go on, fill out the form and take it to your newsagent today. Alternatively, you could always take the even better option of subscribing - see page 34 for details.

Cut out this form or a photocopy and hand it to your newsagent
Please reserve/deliver ST FORMAT each month, beginning with the August issue, which is on sale Tuesday 5 July 1994.

Name _____

Address _____

Phone number _____

To the newsagent: ST FORMAT is published by
Future Publishing ☎ 0225 442244

RESERVE YOUR COPY NOW!

★ FREE ★ FREE ★ FREE ★

THE A-Z OF PUBLIC DOMAIN, LICENCEWARE & SHAREWARE

RING, WRITE OF FAX FOR YOUR FREE COPY TODAY!

MT SOFTWARE (STR), GREENSVARD HOUSE, BROADWAY, TOTLAND, IOW PO39 0BX
TEL: 0983 756056 FAX: 0983 755800

Yes, our new printed catalogue is available now **totally free of charge** - simply ring, write or fax and we will rush a copy to you in the next post!

For all the latest in PD plus incredible offers on commercial products such as EASY TEXT PROFESSIONAL, BEGINNERS GUIDE TO STOS, MR SMART'S BIG TIME, FAMILY ROOTS, etc. Order your copy today and join the 26,000 Atari customers who already use our service.

★ FREE ★ FREE ★ FREE ★

twiddly.bits

Licks and tricks as MIDI Files...

Professionalise your music using licks, tricks, trills, fills, runs and classic lines recorded by a team of top professional players using the appropriate MIDI controller - Roland guitar synth, Peavey MIDI Bass, Simmons SDX drums, Yamaha WX7 etc. - that can be loaded into any ST sequencing package that accepts MIDI files

Vol 1 features more than 250 motifs in the following categories:

- GUITAR:** includes slides, trills, riffs, licks, chords, strumming, bends.
- DRUMS:** fills, flams, rolls, hi-hat patterns etc.
- PERCUSSION:** grooves, trills, auto panning, human feel tambourine etc.
- STRING:** runs, classic lines, tremolo, marcato, hits etc.
- BRASS:** includes falls, stabs, riffs, and swells.
- BASS:** pops, slides, slaps, pulls, riffs and more brilliant gated FX (who needs a noise gate?). Sound Canvas aftertouch, barroom licks, classic lines, trills, wonderful clavi patterns.
- SYNTH:** includes slides, sweeps and stabs.
- PIANO:** includes slides, sweeps and stabs.
- ORGAN:** includes slides, sweeps and stabs.
- WOODWIND:** tonguing, trills and riffs, pitch bend.

twiddly.bits is saved on MS DOS format disk as Standard MIDI Files
Now also saved as Cubase Arrangement!

NEW! Vol 1 £19.95
NEW! Vol 2 £12.95
NEW! Vol 3 £19.95
When ordering please add £2.00 P&P and send to:

KEYFAX SOFTWARE, PO BOX 4408, HENLEY ON THAMES, OXON RG9 1FS
.....PUTTING THE MUSIC BACK INTO MIDI!

LOWEST PRICED TOP QUALITY RIBBONS, INKJETS, TONERS & DISKS

Printer Ribbons				
BLACK	1 off	2+	5+	10+
Amstrad DMP 2000/3000	2.80	2.65	2.45	2.25
Amstrad DMP 4000	3.66	3.51	3.31	3.11
Amstrad PCW8256/8512/LQ3500	2.85	2.70	2.50	2.30
Brother M1009/1024/1109/1209	3.90	3.75	3.55	3.35
Citizen 120D/LSP10/Swift 24/9	2.85	2.70	2.50	2.30
Commodore MPS1220/1230	4.50	4.35	4.15	3.95
Epson LQ100	4.10	3.95	3.75	3.55
Epson LQ400/500/800/850	3.45	3.30	3.10	2.90
Epson FX/MX/RX80/FX/LX800	2.90	2.75	2.55	2.35
Epson FX/MX/RX100/FX/MX 1000	3.36	3.21	3.01	2.81
Epson LX80/86/90	2.12	1.97	1.77	1.67
Mannesmann Tally 80/81	3.90	3.75	3.55	3.35
NEC Pinwriter P2200	3.03	2.88	2.68	2.48
OKI ML182/183/192/193/195	3.17	3.02	2.82	2.62
BLACK	1 off	2+	5+	10+
Panasonic KXP1123/1124/1140	3.46	3.31	3.11	2.91
Panasonic KXP1080/1180/90/1592	2.89	2.74	2.54	2.34
Panasonic KXP2123/2180	5.75	5.60	5.40	5.20
Seikosha SL90/92/95	5.70	5.55	5.35	5.15
Star LC10/20/100	2.29	2.14	1.94	1.84
Star LC200	3.00	2.85	2.65	2.45
Star LC24-10/200	2.86	2.71	2.51	2.31
Taxan Kaga KP810/815/910/915	3.14	2.99	2.79	2.59
COLOUR	1 off	2+	5+	10+
Citizen Swift 24	12.81	12.66	12.46	12.06
Panasonic KXP2123/2180	10.63	10.48	10.28	9.88
Star LC10/20/100	6.00	5.85	5.65	5.25
Star LC200	9.78	9.63	9.43	9.03
Star LC24-10/200	9.63	9.48	9.28	8.88

Ring For Ribbons Not Listed.

Ring us and WE WILL BEAT all other Ribbon prices

3 1/2" Disks & Disk Boxes

DS/DD	DS/HD
10 Disks	£5
25 Disks	£12
50 Disks	£21
100 Disks	£36
250 Disks	£83
500 Disks	£162

Preformatted (MS-DOS) disks available at 2p extra/disk.
All Disks Certified 100% Error Free and INCLUDE FREE Labels.

Inkjets, Ink Refills & Toners

Canon BJ-10/20 Cartridge	17.54 each
Commodore MPS1270 Cartridge	12.15 each
HP Deskjet Cartridge (Double Cap)	24.24 each
HP Deskjet Tri-Colour Cartridge	28.89 each
HP Thinkjet/Quiesjet Cartridge	12.13 each
HP Deskjet Tri-Colour Cartridge Refill	16.00 each
Inkjet Refills (Twin Packs) for Canon BJ-10/20, BJ300, HP Deskjet. Available in Black, Cyan, Magenta, Yellow, Red, Blue, Brown, Light Green, Dark Green and Gold.	
1 Pack £11.00, 2+Packs £10.60 ea, 5+ Packs £9.95 ea.	
HP Laserjet II/III Toner Cartridge	44.51 each
HP Laserjet III/III Toner Cartridge	53.14 each
CPU & Monitor Dust Cover	5.49
Monitor Dust Cover	4.99
80 Column Printer Dust Cover	3.99
Amiga 500 Dust Cover	3.99
Amiga 600 Dust Cover	3.99
Amiga 1200 Dust Cover	3.99

Ring For Inkjets & Toners Not Listed.

Miscellaneous Items

Roll 1000 3 1/2" Disk Labels	8.99
3 1/2" Disk Cleaning Kit	2.99
Parallel Printer Cable (1.8m)	3.99
Mouse Mat	2.99

All Prices INCLUDE VAT (@ 17 1/2%) & UK DELIVERY

0543 250377 Ring us or send cheques to: 0543 250377
Owl Associates Ltd, Dept 233, Owl House,
5 The Brambles, Lichfield, Staffs WS14 9SE
Official Government & Educational orders welcome



TELEPHONE
0480 498889
Fax: 0480 496379

ST FORMAT GOLD
APRIL 94 ISSUE.
SCORED AN
AMAZING
93%
RELEASED IN
THE UK 24/3/94
ORDER NOW
£17.99



MEMBER OF
DIRECT MARKETING ASSOCIATION

ADDAMS FAMILY	7.99
ANCIENT ART OF WAR IN SKIES	13.99
ANOTHER WORLD	10.99
ATOMINO	7.99
AWARD WINNERS	16.99
AWESOME	7.99
AVID HARRIER ASSAULT BATTLEHAWKS 1942	10.99
BITMAP BROS. VOL 1	16.99
BONANZA BROTHERS	4.99
BLUE ANGELS	7.99
CAMPAIGN	22.99
CADAVER/ADD ON	9.99
CAMPAIGN MISSION DISKS	11.99
CANNON FODDER	17.99
CHAMP MANAGER 92/93 1 MEG	16.99
CHAMP MANAGER 94 DATA	7.99
CHAOS STRIKES BACK	4.99
CHAZE HQ II	7.99
CIVILIZATION 1 MEG	19.99
CRUISE FOR A CORPSE	11.99
CRYSTALS OF ARBOREA	4.99
D-DAY 1 MEG	20.99
DOODLEBUG	8.99
DOUBLE DRAGON 3 1 MEG	4.99
DREAMLANDS (Jazz, Transcendental, Symphonic)	15.99
DUNGEON MASTER/CHAOS	17.99
DYNABLAST	18.99
EUROPEAN CHAMPIONS	18.99
F1 (WILLIAMS)	16.99
F15 STRIKE EAGLE 2	12.99
F29 RETALIATOR	9.99
FACE OFF	7.99

All items are subject to availability.

Post and packing: UK = 75p per item 2nd Class; £1.50 per item 1st Class; £2.00 per item 1st Class Recorded.

E.E.C. = £3.00 per item; Non-E.E.C. = £6.00 per item;

Swift Air E.E.C. = £5.75 per item; Swift Air Non E.E.C. = £9.00 per item

Next Day Courier = £5.00 per consignment (Up to 5kg. Deliveries Mon-Fri Only)

Titles marked with a * may not be released at time of going to press.

Please telephone for availability and a full copy of our terms and conditions.

Titles marked with a + are available at the price shown while stocks last.

OPEN ALL DAY SATURDAY

NAME _____
ADDRESS _____
POSTCODE _____ PHONE _____
ITEM _____ PRICE _____
ITEM _____ PRICE _____
ITEM _____ PRICE _____
(Please indicate if you require Disk or CD-ROM)
Visa/Mastercard/Switch Number: _____
Switch issue No: _____ Card Expiry Date: _____
SIGNATURE: _____
TOTAL _____
Make cheques payable to: European Computer User & send to: Units A2/A3 Edison Rd, St Ives, Huntingdon, CAMBS PE17 4LF

GAME OF THE MONTH PREMIER MANAGER 2 17.99

FALCON	7.99	POWERMONGER & WW1	11.99
FIREHAWK	14.99	PRINCE OF PERSIA	6.99
FIRST SAMURAI	4.99	PSYCHO'S SOCCER SELECTION	5.99
FORMULA ONE G.P.	17.99	PUSHOVER	7.99
FUTURE WARS	9.99	QUEST FOR ADVENTURE	16.99
G-LOC	4.99	RACE DRIVING INC VIDEO	8.99
GOAL 1 MEG	16.99	REACH FOR THE SKIES	19.99
GOLD OF THE AZTECS	4.99	ROBINSONS REQUIEM	18.99
GRAHAM GOOCH'S CRICKET	17.99	ROBOCOD	7.99
HERO QUEST	7.99	ROCCOP 3	8.99
HILL STREET BLUES	7.99	ROCK'N'ROLL CLAMS	CALL
HOYLES BOOK OF GAMES VOL	29.99	ROURKES DRIFT	7.99
INDY LAST CRUSADE ADV 1 MEG	10.99	SABRE TEAM 1 MEG	14.99
INTERNATIONAL SOCCER CHALLENGE	7.99	SCRABBLE	17.99
ISHAR	7.99	S.D.I.	4.99
ISHAR 2	14.99	SECRET OF MONKEY ISLAND 1	12.99
JAMES POND	6.99	SENSIBLE SOCCER INT. EDITION	13.99
JIMMY WHITES SNOOKER	9.99	SHADOWLANDS	7.99
JOHN BARNES FOOTBALL 1 MEG	7.99	SHADOW OF THE BEAST	27.99
KICK OFF 2	8.99	SIM CITY/POPULOUS	19.99
KILLING GAME SHOW	7.99	SLEEPWALKER	6.99
KINGS QUEST 1	12.99	SOCCER STARS	16.99
KINGS QUEST 3	10.99	SPEEDBALL 2	7.99
KINGS QUEST 4	11.99	STREETFIGHTER	7.99
KNIGHTS OF THE SKY 1 MEG	12.99	STREETFIGHTER 2 1 MEG	10.99
LASER SQUAD	7.99	STRIKE FLEET	9.99
LAST NINJA 3	7.99	STRIKER	7.99
LEGENDS OF VALOUR	27.99	SUPERFIGHTERS	12.99
LEISURE SUIT LARRY 2	9.99	SUPER LEAGUE MANAGER	16.99
LEISURE SUIT LARRY 3	10.99	TERMINATOR 2	5.99
LEMMINGS DOUBLE PACK	17.99	TEST DRIVE 2	6.99
LEMMINGS 2 1 MEG	17.99	THE CHAOS ENGINE	13.99
LETHAL WEAPON	8.99	THE FINAL CONFLICT	7.99
LETHAL WEAPON 3	8.99	THE GAMES	8.99
LEISURE SUIT LARRY 1	11.99	THE GREATEST	17.99
LOOM	11.99	THE IMMORTAL	9.99
LORDS OF CHAOS	7.99	THE PATRICIAN	17.99
LOTUS TRILOGY	11.99	THE SIMPSONS	7.99
LURE OF THE TEMPTRESS	9.99	THEIR FINEST HOUR	14.99
MAGIC BOY	18.99	THOMAS THE TANK ENGINE	5.99
MANCHESTER UNITED - EUROPE	7.99	TOKI	7.99
MANHUNTER-NEW YORK	10.99	TRANSARTICA	14.99
MANIAC MANSIONS	9.99	TURNING POINTS	23.99
METAL MUTANT	4.99	TURRICAN 2	6.99
MIDWINTER	9.99	WIZ KID	8.99
MIDWINTER 2	12.99	WOLFPACK	4.99
MIG 29 FULCRUM	9.99	WWF - EUROPEAN RAMPAGE	7.99
M1 TANK PLATOON	11.99	ZAK MC KRACKEN	9.99
MOTORHEAD	9.99	ZOOL	13.99
NIGHT SHIFT	9.99	JOYSTICKS	
NIGEL MANSELL'S WORLD CHAMP	11.99	MAVERICK	8.99
ODYSSEY	14.99	QUICKSHOT PYTHON	7.99
ONE STEP BEYOND	14.99	QUICKSHOT STARFIGHTER	7.99
OPERATION HARRIER	7.99	SAITEK MEGAGRIP	10.99
OPERATION STEALTH	11.99	SPEEDKING - AUTO FIRE	8.99
PACIFIC ISLANDS - TEAM YANKEE 2	17.99	TAC 2	5.99
PIRATES 1 MEG	9.99	THE BUG	10.99
POLICE QUEST 1	11.99	ZIP STICK	10.99
POPULOUS/PROMISED LANDS	9.99		

Prices can be subject to change. E&OE

THE JAGUAR IS HERE

Atari have finally released 1,000 official UK Jaguars onto the British market and they've shifted like very hot cakes indeed. The interest in the machine was appreciated most by independent computer and console retailers who commented:

"I have sold more Jaguars in three days than any other format in the rest of 1994 put together. Atari is an unusual saviour, but they have produced a product that the consumer wants, at a price he is prepared to pay and our industry badly needs that."

"We sold out very quickly and had to re-order a larger quantity straight away for our six shops. Demand has been unusually high for this time of year."

"Jaguar has dramatically increased the throughput in store traffic. We now have some real impetus in the summer to move forward for the key autumn period."

And then there are the big important people in suits, who deserve to get their names mentioned purely due to the size of their wallets:

"Atari is now reaping the benefits of a great product and perfect timing. The independent retail trade has taken Jaguar to its hearts and the consumer is responding to all the positive press coverage by laying down their money. We've waited a long time for something like this." Mal Thomas, spokesman for NASCR.

"We cannot wait to get our hands on more Jaguars. Response to our first batch has been overwhelming and it looks like Jaguar will be a roaring success!" John Arundel, SDL (Jag' distributor).

ZCL (distributor people) have also announced that Taurus Distribution (more distributor people) will be supporting the Jaguar throughout Europe with only a £229 price tag, after avoiding the games industry for several years now (churning out PCs instead). Don Carter, head of ZCL, sees this as a big turnaround for the company; "For the past 19 months we have been pretty invisible. In a market that was obsessed with Sega and Nintendo, our only leisure agency was Commodore and that gave us little to say. We now see a significant change in our market, new technology products are on the horizon, dealers will want to buy them and we will supply them."

As a further reason to rush out and buy a Jaguar right now, Atari have signed an exclusive deal to use Wavefront's technology to develop forthcoming titles. The system runs on Silicon Graphics

workstations, and is said to be able to produce realistic 3D terrains and actors with the greatest of ease. A recent SGI demonstration for developers showed the system off to its full potential, producing effects akin to *Virtua Fighter* with the greatest of ease.

A few people don't seem to welcome the Jaguar so warmly, God among them. Telegames, producers of *Brutal Sports Football*, have recently been hit by two tornadoes, setting the release date back by around 20 days, and causing £250,000 worth of damage. Thor (or the deity of your preference) is a Nintendo fan, methinks.

'We sold out very quickly and had to re-order straight away for our six shops'

ST FORMAT VISIT ANOTHER DIMENSION!

Explore the strange new world of 3D with next month's **ST FORMAT**.

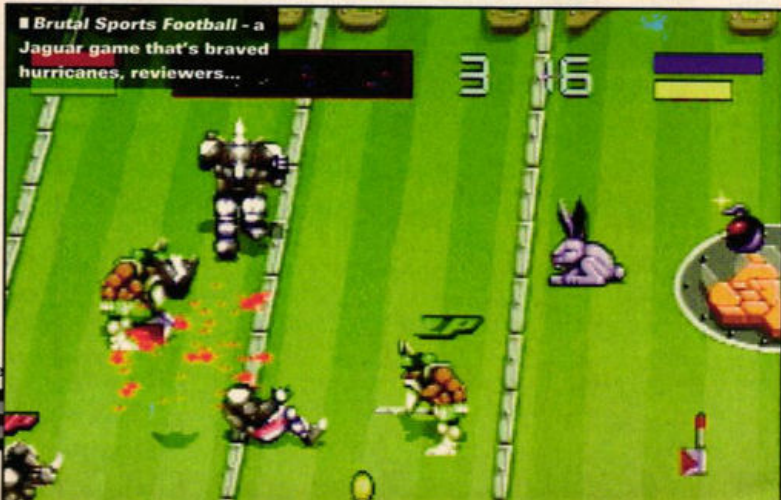
We'll reveal everything you ever wanted to know about 3D but were afraid to ask. We talk to the programmers, we name the best programs - games and utilities - we talk X, Y and Z axis till we're blue (and red) in the mouth.

PLUS!

- **Ishar 3: Exclusive Cover Disk demo and review. Can make Simarils make it an isometric hat trick?**
- **Papyrus: We push HiSoft's new document processor - to the limit!**
- **Rainbow: The True Colour paint package is put to the reviews test.**
- **Digit 1.1 Masterclass: Make the most of this month's cover disk star**
- **DIY ST Video: Add a video socket to your machine in under an hour!**
- **The very best ST news, features, previews, reviews, answers...**

**NEXT ISSUE OUT ON
TUESDAY 9 AUGUST**

■ *Brutal Sports Football* - a Jaguar game that's braved hurricanes, reviewers...



PROFESSIONAL FOOTBALL MASTERS 4

VERSION

Quite simply the best Football management game for your computer.

We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically outwit and conquer every opponent.

Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

League & Cup : Premier 22 teams, Division 1, 2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

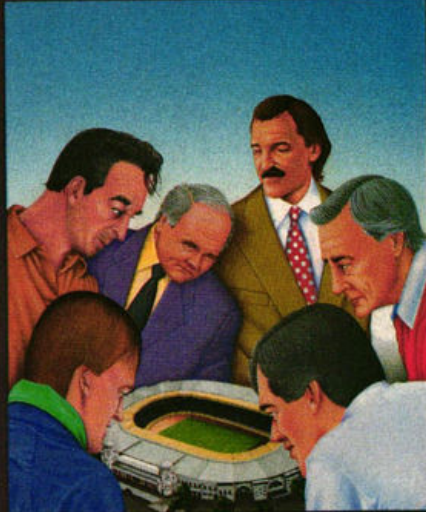
Club : Sponsorship, Ground improvements, View opponent, Finances The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version full details upon request.

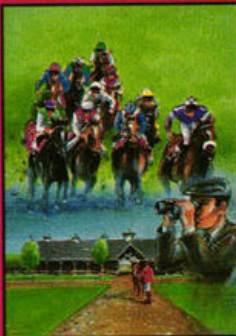


STABLE MASTERS VERSION 2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance. To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Very informative report by Head stable lad, Tipsters, Bookmakers.
- Racecards similar to racing press. Real life, Handicaps & Race Types.
- Injuries & Vets. Load/Save game. Many other items included.



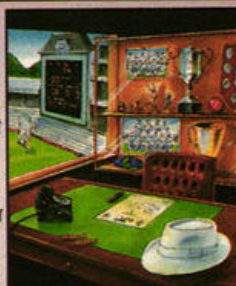
CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that all Cricket fans should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.

- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications.
- 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game prefs., Load & Save game, Printer access.
- Full instruction book with plenty of examples. Plus Many More.



WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

PLAYER VARIETY

- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

GAME OPTIONS

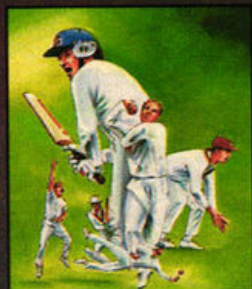
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

FRIENDLY CONTROLS

- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

STATISTICS

- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.



VARIABLE CONDITIONS

- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

ANIMATED ACTION

- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.



24 HOUR CREDIT CARD HOTLINE

(0702) 600557



48 HOUR DISPATCH

CHEQUE PAYMENTS

If you have a guarantee cheque card or credit card please write its number on the reverse of your cheque to ensure dispatch within 48 hours of receipt.

OUR ADDRESS

ESP SOFTWARE DEPT SF
32A Southchurch Road,
Southend-on-Sea,
Essex SS1 2ND. England.
TEL: (0702) 600557
FAX: (0702) 613747

COMPUTER

SI512KS/S
SI512K/S
SI1MB
AMIGA1MB
P.C.

MAIL ORDERS

All the programs featured in this advert are only available by direct mail.

DESCRIPTION	S F	PRICE	TOTAL
PROFESSIONAL FOOTBALL MASTERS V4		24.95	
P.F.M. EDITOR V4		12.00	
STABLE MASTERS V2		24.95	
ORACLE RACING SYSTEM		75.00	
CRICKET MASTERS		24.95	
WORLD CUP CRICKET MASTERS		24.95	

CREDIT CARD NUMBER & EXPIRY E. & O. E. GRAND TOTAL

NAME TELEPHONE

ADDRESS

POSTCODE

SOFTWARE FIRST

**Established
1981**

ST SOTWARE

3D Pool.....	£8.99
A320 Airbus.....	£22.99
A320 Airbus USA Edition.....	£23.99
Addams Family.....	£8.99
Air Support.....	£9.99
Alien Storm.....	£19.99
American Ice Hockey.....	£1.99
Another World (1Meg).....	£11.99
B17 Flying Fortress.....	£24.99
Batman Returns.....	£17.99
Battle of Britain.....	£14.99
Blitzkrieg.....	£2.99
Blue Max.....	£4.99
Campaign.....	£23.99
Cannon Fodder.....	£19.99
Captain Planet.....	£4.99
Carl Lewis Challenge.....	£7.99
Championship Manager '94 DD.....	£8.99
Chaos Engine.....	£17.99
Chaos Strikes Back.....	£3.99
Chariots of Wrath.....	£2.99
Civilization.....	£24.99
Cohort.....	£2.99
Crime Does Not Pay.....	£2.99
Cybercop.....	£2.99
Colonels Bequest.....	£12.99
D Day.....	£21.99
D Generation.....	£7.99
Dark Century.....	£2.99
Dogfight.....	£22.99
European Football Champions.....	£11.99
Elvira the Arcade Game.....	£5.99
F1.....	£14.99
F29.....	£10.99
Fast Food.....	£2.99
FC Manager.....	£2.99
Fiendish Freddy.....	£3.99
Fire and Forget.....	£2.99
Fire and Forget 2.....	£2.99
Frontier Elite 2.....	£19.99
Galactic Conqueror.....	£2.99
Games.....	£11.99
Goal.....	£17.99
Goofys Runaway Express.....	£4.99
Graham Gooch World Class Cricket.....	£12.99
Hoyle Book of Games Vol 1.....	£11.99
Hoyle Book of Games Vol 2.....	£11.99
International Athletics.....	£2.99
International Rugby Challenge.....	£20.99
Ishar Legend of the Fortress.....	£7.99
Ishar 2.....	£12.99

Ishar 3 *	£24.99
Jungle Jim	£2.99
Kick Off 3 *	CALL
Kingmaker	£23.99
Kings Quest 4	£14.99
Knight Force	£2.99
Legend	£4.99
Leisure Suit Larry 1	£11.99
Leisure Suit Larry 2	£11.99
Lotus 2	£8.99
Lure of the Temptress	£11.99
Magic Pockets	£4.99
Manhunter New York	£12.99
Manhunter San Francisco *	£12.99
McDonaldland	£7.99
Mickeys Runaway Zoo	£4.99
Microprose Golf	£19.99
Microprose Grand Prix	£24.99
Monty Python	£2.99
Nigel Mansell World Championship	£12.99
Offshore Warrior	£2.99
Pacland	£4.99
Pacmania	£4.99
Parasol Stars	£8.99
Patrician	£21.99
Pinball Magic	£8.99
Police Quest 1	£12.99
Police Quest 2	£12.99
Powermonger & WW1	£12.99
Prehistorik	£4.99
Premier Manager 2 *	£17.99
Prince of Persia	£6.99
Reach for the Skies	£14.99
Realms *	£11.99
Ringside	£2.99
Robinsons Requiem *	£21.99
Robocop 3	£9.99
Scrabble	£19.99
Secret of Monkey Island (1 Meg)	£12.99
Sensible Soccer Intl Edition	£15.99
Sim City & Populous	£20.99
Skyhigh Stuntman	£2.99
Sliders	£4.99
Space Crusade	£8.99
Space Quest 2	£11.99
Space Quest 3 *	£14.99
Speedball 2	£8.99
Street Fighter 2 (1 Meg)	£11.99
Striker No. 9	£3.99
Super League Soccer	£2.99
Super Space Invaders	£8.99
Tee Off	£2.99

Tennis Cup 2.....	£8.99
Their Finest Missions	£9.99
Thunderjaws	£4.99
Transarctica	£9.99
Trivia Game Show	£2.99
Winter Gold	£12.99
World Cup USA '94 *	£20.99
Zool.....	£13.99

ST ACCESSORIES

Cheetah Bug	£11.99
Logic 3 Delta Ray	£14.99
Logic 3 Quattro.....	£9.99
Quickjoy Jetfighter.....	£11.99
Quickshot Maverick 1	£11.99
Quickshot Python	£9.99
Speedking Autofire	£11.99
Zipstick Super Pro	£12.99
Logic 3 Freewheel Digital	£19.99
Speedmouse Logic 3	£12.99
3.5 "Disk Box holds 40	£4.99
3.5 "Disk Box holds 80	£6.99
Unbranded 3.5" blank disks x 10.....	£5.99
Mouse Mat.....	£1.99
Lightwave Joystick Extension Lead.....	£7.99
Lightwave Joystick Splitter	£7.99
Lightwave Co Axial Plug	£2.99

EDUCATIONAL SOFTWARE

ADI English 13 - 14	£21.99
ADI English 14 - 15	£21.99
ADI French 11 - 12	£21.99
ADI French 12 - 13	£21.99
ADI French 13 - 14	£21.99
ADI French 14 - 15	£21.99
ADI Maths 13 - 14	£21.99
Fun School 2 under 6 yrs	£6.99
Fun School 2 6 - 8 yrs	£6.99
Fun School 2 over 8 yrs	£6.99
Fun School 4 under 5 yrs	£20.99
Fun School 4 5 - 7 yrs	£20.99
Fun School 4 7 - 11 yrs	£20.99

BUSINESS SOFTWARE

First Word Plus.....	£122.99
Home Accounts.....	£29.99
Home Accounts 2	£54.99
Protext V4.3	£49.99
Timeworks 2 DTP	£129.99

Tel: 0268 725500
Fax: 0268 590076

Telephone Orders:

10am - 7pm Mon - Fri, 10am - 4pm Sat - Sun.

Answering Service at all other times.

Callers by appointment only.

All prices include VAT & Postage for UK Mainland. Add £2.00 to postage price for Europe and £3.00 for rest of the world. Next day service available £3.70. Please send Cheques / PO's payable to:

SOFTWARE FIRST, 8 BUCKWINS SQUARE, BASILDON, ESSEX SS13 1BJ.

Please allow sufficient time for cheque clearance. Credit cards are not charged until day of despatch.

Please state make and model of computer when ordering.

If you can't see what you want please call, new stock arrives daily.

Some titles may not be released at time of going to press

We supply only official UK product. Formats supported include Amiga, PC, ST, Master System, Megadrive and Game Gear.

All prices subject to change without notice. All items subject to availability. E & OE



Name _____
Address _____

Postcode _____ Telephone _____

ITEM _____	PRICE _____
ITEM _____	PRICE _____
ITEM _____	PRICE _____
	POSTAGE _____
	TOTAL _____

I enclose a cheque/PO made payable to
Software First or please debit my Access/Visa:

[illegible]

Expiry				
Date:				

Signature _____

INDUSTRIAL REVOLUTION

The ST is a powerful machine, but it's set to get even more potent and more productive. This great leap forward will not fuelled by fancy accelerator cards or add-ons but some seriously hard-core code that finally unleashes your machine's potential. This new generation of software - a mixture of upgrades and brand new programs across a broad spectrum - is set to be released over the next six months. If you're serious about your software, and if you're serious about your ST, then this batch of 'serious' software is something you have to know about. Trenton Webb has seen the future and it works - very hard indeed.



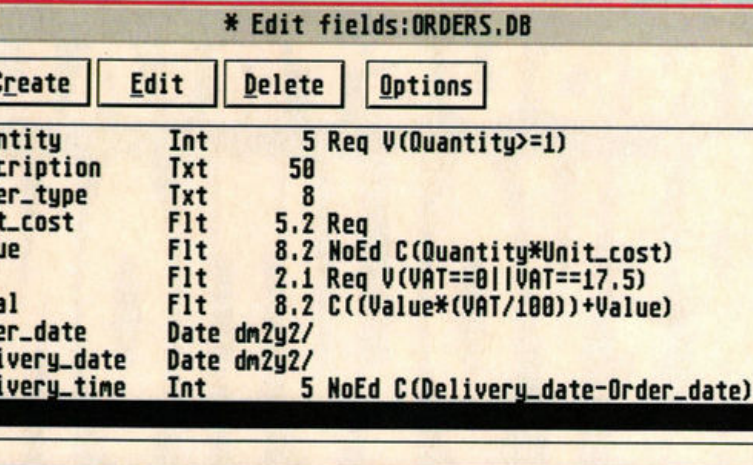
TWIST

PRODUCT: TWIST
PUBLISHER: HISOFT
PRICE: £89.95
FOR: ST/STE/TT/FALCON030
MEMORY: 1MBYTE
HARD DISK: RECOMMENDED

Databases are one of the flagship applications of computing, but ironically on the ST means that they are also an over-looked applications. There are plenty of Public Domain variants around, though none of them are particularly powerful or well documented. This should leave the field open for commercial programs but there is an apparent assumption among publishers that there is a definitive database already available – and as such there's no real market for theirs. Curiously no one can actually seem to name it. In a few months everybody should be able to, and the name they'll be using should be *Twist*.

To be effective, databases have to blend power and friendly feel. There's point in being able to cross-reference vast files, if you can't work out how to amend the various fields. This is where *Twist* really looks like it could score major brownie points, especially among the technically less able like myself.

I want a pretty looking thing with a neat GEM interface, something that's fast and that enables me to work in my own preferred (or should that be perverse?) manner of disorganisation. *Twist* scores in all these departments – and they're attributes that can safely be commented on even at this pre-production stage. It looks sweet and is as friendly as a very friendly thing in a good mood. One small example of its friendliness apparent in its "read caching," where it stores recently read and



Twist, a database with attitude. Well, if not attitude, at least aptitude. And luckily it's an aptitude for work of the quick and powerful kind.

frequently used records so they don't have to be dragged from the drive every time you want to go back or check something.

What *Twist* also promises – although until we can load some serious files into the beast we can't say for definite – is power. With a pokey range of statistical, string, logical and mathematical functions, as well user definable sort options over five sort fields, *Twist* could be something a little special. There's

even the ability to export the data via Atari clipboard, mail merge, or ASCII, as well as full SpeedoGDOS and GDOS 1.1 font support. So you can turn your data into really rather sexy looking reports.

If *Twist* lives up to its early promise, and there very little reason to assume that it won't, this will become the standard for ST data-crunchers used both on a personal and a business level.

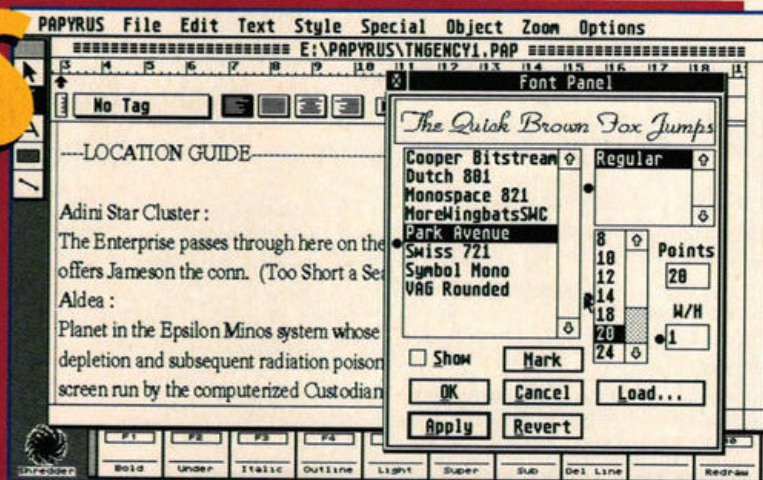
PAPYRUS

PRODUCT: PAPYRUS
PUBLISHER: HISOFT
PRICE: £129.95
FOR: ST/STE/TT/FALCON030
MEMORY: 2MBYTE
HARD DISK: RECOMMENDED

To call *Papyrus* a document processor seems a little rude. Such a title makes it sound a dry, lifeless mill through which words and pictures are ground. From the pre-production versions HiSoft are showing off, this is definitely not the case. *Papyrus* appears to be a fluid system that rapidly enables you to experiment with your ideas for words and their layout. Sure you can use it to edit text, but you can also do so much more, that it enters the realms of DTP.

The speed of *Papyrus* would be impressive on its own, but it's the comprehensive rounded personality that HiSoft have given it that makes this one applications everybody should check out for themselves. Even if you've got a good reason for not getting a document processor, for example, if you haven't got a printer, the power of the tools and the range of options make it joy just to toy with.

On the text editing front *Papyrus* offers virtually every tool ever mentioned in the text engine handbook book: drag and drop editing, full text editing at every level of zoom, auto-hyphenation, headers, footers, full paragraph style sheets, complete margin control, discontinuous block operations, "smart" cut/paste facilities and the ability to zoom from thumbnail to beyond printer resolution. An impressive list, but then that's only part of the story. With good menus, intelligent (the ones you can remember) keyboard short cuts and idiotically accurate WYSIWYG, *Papyrus* is an ambitious text machine. Then there's the more DTP orientated func-



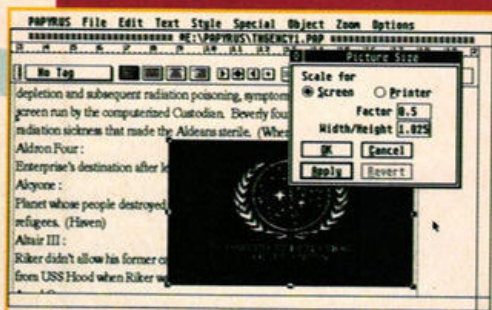
The rather sumptuous document processor Papyrus. It takes the concept of true WYSIWYG to ridiculous extremes.

tions. Multidirectional micro-spacing, the ability to import vector objects, rotatable text objects, master pages and uses text chains – while far from standard – are accepted extras. Where *Papyrus* looks to take a leap ahead of the DP field though is in its friendliness. As with *Twist* non-modal dialog boxes mean that you can use make it work the way you want. Dialog boxes that contain useful information can be kept open while you alter or search the document, updating as you go.

With user custom printer and font support it starts to look like this could be just a little exceptional in terms of the printed results. The huge range of printer drivers supplied can all be

tweaked to suit your personal set up – right to A3. And if it's been made into a typeface then you'll be able to use it in *Papyrus* – it tackles everything from scalable SpeedoGDOS, GDOS 1.1 and Signum fonts – and they can all be used at the same time thanks to a neat "font families" function.

Until we get a chance to really push *Papyrus*, we can't say just how well these function hold up under pressure. If they do though then the ST will have a document processor that can hold its own with any program on any machine – it's a damned sight better than the hideously expensive Macintosh program that I'm writing this feature in for starters!



Papyrus looks like being one of those applications that you just have to own.

TRUE IMAGE

PRODUCT: TRUE PAINT
PUBLISHER: HISOFT
PRICE: £39.95
FOR: FALCON030
MEMORY: 1MBYTE
HARD DISK: RECOMMENDED

Eagerly awaited (well you should see Clive's face every time

it's mentioned) *True Image* is the kind of graphics package that makes your jaw drop. There's something about 24-bit colour that has that effect on people – or me at least. If you've grown up as part of the computing generation, graduating through Speccy's, C64's and their ilk, the gradual increase

in painting power has been a constant source of amazement, as the number of colours able to be displayed on-screen and the way they can be manipulated reaches ever greater levels. *True Image* looks set to continue this trend.

Running on any ST – with graphics card support – being able to utilise more colours than the human eye can accurately tell the difference between is always a good start. It can import virtually every picture format known to man (Art Director, Doodle, IMG, ImageLab, JPEG, MTV, Raytracer, Prism Paint, TIFF, True Paint Degas – inc Elite – GIF, IFF, PCX, Photo CD, NeoChrome, Spectrum 512, Targa and Tiny) and export as most of them as well. So if it's made of pixels, you'll be able to play with it using *True Image*.

Once there you should be able to see what you're doing properly as well. *True Image* handles colour pictures internally with 24-bit accuracy. It then does its level best to display any pictures at the highest quality resolution

within the restrictions of the current screen mode. So even if you're using a mono-screen you should still be able to mess around with pictures (although it's obviously not necessarily the way to get best results).

True Image can (should be able to, he said in properly reserved preview voice) permit you to convert between formats – bitmap, colour and grey scale – thanks to a strong array of dithering, halftone, palette manipulation and error diffusion tools. So even ridiculously colourful images can be displayed in screen resolutions that shouldn't be able to cope.

The regular "paint package" functions are fully represented, although regular is somewhat generous to even high end programs, as many seem to gloss over the basic tools for the job – see our graphics package round up on page 30 to see what I mean. You should be able to cut and copy between windows, as well as a potent mask facility. While retouching or even original art can be created using the tools (brush, spray can, smudge, fill and so on). Providing a firm foundation for some seriously fancy picture work on any powerful ST or Falcon.



■ A tiger in *True Image*? It must have escaped from a zoo! Seriously smart pics are promised with this rather splendid looking new paint pack.

EASE

PUBLISHER: SYSTEM SOLUTIONS
PRODUCT: EASE
PRICE: £TBA
FOR: ALL STS
MEMORY: 1MBYTE
HARD DISK: N/A

Microsoft Windows has a lot to answer for – as any ST user who has had the misfortune to struggle with system will tell you. Its high end system baggage may well look smarter than the STs Desktop, but for all its soft edges it lacks speed and rugged integrity. Macintosh System 7 is more friendly but is even further lumbered with a huge system file. *Ease* sets out its stall as an elegant – and effective – compromise between the STs raw speed and the trappings of Windows and System 7.

Cosmetically, *Ease* can hold its head up even among pricey PC and Mac company. Wallpaper backdrops – the pointless but pretty pictures that

help personalise a Desktop – give the program a friendly feel, especially as colour and 3D and icons are also permitted. Further more, an elegant windows design add an air of authority.

While looks are important though, they are potentially the least important reason for changing your Desktop system. User ease has to be the primary drive so

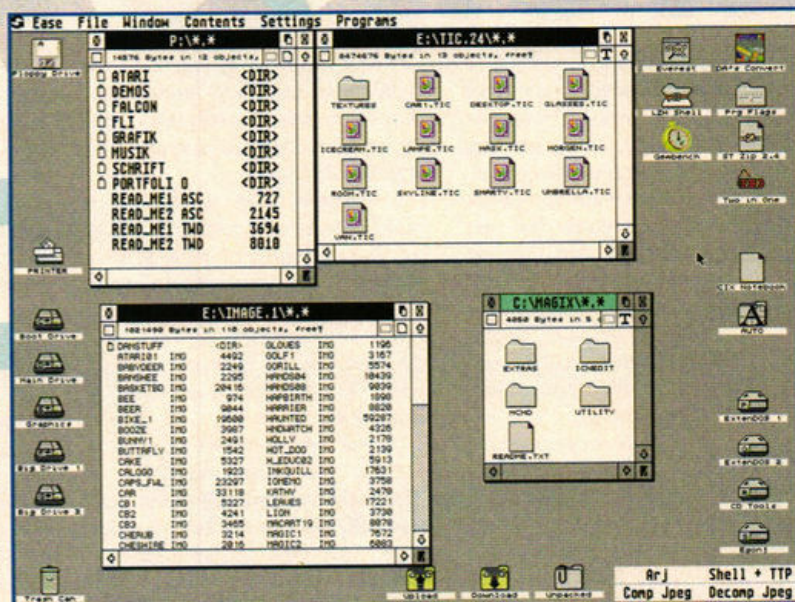
you can work quickly, effectively and in the manner you want. *Ease*, as its name suggests, offers the variety required of such modern Desktops as it doesn't simply supply more conveniently ways of working but a variety of ways you do most tasks. So you decide just how you do what you want to do.

Application and file items can be stored and then launched from

the Desktop where a simple double click launches or opens them. Files can even be dragged over the top of program icons and then opened in that application. If that's not the way you like to do things then the program menu can be employed, as you simply pick the program you want from the application menu and it boots in a pre-defined configuration – or if you're really lazy a keyboard short-cut can be used.

Swift window searching is enhanced by the ability to swap between icon and test displays. The automatically self-sizing windows, directory print and masking facilities help too. It will even be possible to call up a Command Line Interface (CLI), so you can hunt down files and conduct operations in a text environment – if that's the bag you're into.

Offering polite and sensible checks before commencing work makes *Ease* sound even more tempting, for example when moving files, it looks to see that there is enough room on in the destination drive before starts. And better still *Ease* has been specifically designed to benefit from the new multitasking operating system *Magix* (reviewed last month).



■ Now there are Desktops and there are desk tops - but *Ease* is designed to run with *Magix*

CLARITY FALCON

PUBLISHER: HISOFT
PRODUCT: CLARITY FALCON
PRICE: £99.95
FOR: FALCON030
MEMORY: 1MBYTE
HARD DISK: REQUIRED

You may be wondering what Clarity Falcon is doing here, we reviewed it last issue after all – and

were a little disappointed to tell the truth. Well it's here because it's undergoing revisions as we speak and version two will be ready soon. And as this seeks to amend every single point our reviewer was unhappy with, it means that soon there will be a fully fledged and affordable sound sampler for the Falcon direct-to-disk recording.

Clarity Falcon V2 will satisfy two sets of demands from budding Falcon muso's. First it will satisfy folk who are looking for an entry level platform into direct-to-disk recording. Incorporating a hard disk version of the editing software, you can save sizeable audio files for later work. Secondly it makes a good four voice sampler. Clarity

Falcon V1 showed promise, which made it all the more frustrating that couldn't fulfil it. V2 should sort out the teething troubles and bring the full direct-to-disk recording power that the Falcon possess to bear – without the huge cost of programs like *CuBase Audio*. And we shouldn't have long to wait either.

MAGIX FALCON

PUBLISHER: SYSTEM SOLUTIONS
PRODUCT: MAGIX FALCON
PRICE: £TBA
FOR: FALCON030
MEMORY: 4MBYTE
HARD DISK: N/A

"Magix is the fastest and most compatible multitasking system for your ST. 94%" That's how the ST variant of Magix stacked up almost 30 days ago. Now we're looking forward to a Falcon ver-

sion – and the potential is huge.

Even basing our expectations on the power of ST Magix and adding extra for the speed of the Falcon's pokier processor it already starts to look a frightening little mix. Magix completely overwrites TOS. This allows it to run applications even faster, as the machine code core has been solely designed for optimum speed. And optimum speed on a Falcon should be very impressive.

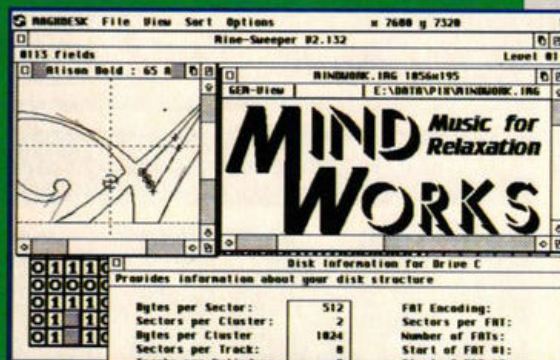
With user definable processor time allocation you also get to grips with the true nature of multitasking. Clicking on the empty part of the screen brings a menu showing exactly the which programs are running and what their current 'time slice' each application is getting. If you want to hurry one application along, simply give it a larger chunk, or simply freeze other programs running in the background. Not that speed was a

question, under test at ST FORMAT one machine was running Fonty, GEM View, Diamond Edge, Minesweeper

■ **Magix comes out to play on the Falcon. This is the original Magix system is shown here, but how different can it look?**

and STZIP simultaneously and with only a marginal decrease in program speed.

That was on the ST. Apply that to a Falcon, with its more powerful processor and Magix looks like being a winner. With a promise to support the system and future upgrades this could claim the Falcon as its own, and further up the machine's claims to be one of the power computers currently available.



NOTATOR LOGIC

PUBLISHER: SYSTEM SOLUTIONS
PRODUCT: NOTATOR LOGIC
PRICE: £350
FOR: MEGA ST, STE, TT AND FALCON030
MEMORY: 2MBYTE
HARD DISK: N/A

The Notator series are legends in their own load-times. As one of the trendsetting music packages they are the kind of program that have sold STs – both to the curious computer folk who want to explore music and to musicians who just want to make music easily. Now Notator Logic is here, effectively Notator Falcon, and it looks set to continue the trendsetting, erm, trend.

The rougher edges of Notator SL have been knocked off and the whole Notator system has been given a wash and brush up. The package has obviously benefited from some serious testing

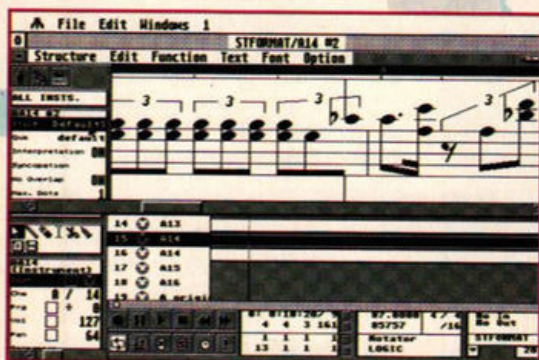
and user research as many of the fiddly bits have been ironed out. There's a new functionality that comes from a simpler and easier to read set of screens.

Notator does everything it could before, only better, but now has the advantage of some serious front end and environment work. Now the program has an abundance of functions or modes – many of which are straight up good ideas and would work well in other applications.

The environment mode is perhaps the most impressive. It effectively lets you sketch out your own MIDI set up on screen using icons. This then reforms the program to run using this set up, which is eminently preferable the constant replugging of cables that can make getting started in with a

MIDI packages "so much fun." There's also an elegant window switching option. Each option has its own range of windows which can all be opened (RAM permitting) at the same time. But instead of having to wade through menus to change to another function, whole sets of windows can be toggled between with a quick keyboard press. Which should speed up work immensely, or at least offer fewer distractions. Such innovations are indicative of the quality Notator Logic looks set to offer.

With Arrange, Event List, Score Edit, Hyper Edit and Matrix Edit modes, Notator Logic is a solid and rounded music package. So it appears to stand a pretty good chance at reclaiming the top range MIDI title, currently held by Cubase.



■ **Make some noise. Is Logic the most effective and user friendly way to make music on the ST?**

WIZARD GAMES

1 NORTH MARINE ROAD, SCARBOROUGH, NORTH YORKSHIRE YO12 7EY TEL: 0723 376586

FROM WIZARD GAMES

3D CONSTRUCTION KIT.....9.99	KIDS ACADEMY (READING, SPELLING, PATTERN PUZZLES) 4-8 YEARS.....9.99	STREETFIGHTER II (1 MEG).....8.99
ALCATRAZ.....8.99	LITTLE PUFF.....5.99	STRIKER.....7.99
ADDAMS FAMILY.....7.99	LIVERPOOL.....8.99	SUN CROSSWORDS.....6.99
BUBBLE DIZZY.....5.99	LURE OF THE TEMPTRESS (1 MEG) 12.99	TERMINATOR 2.....6.99
BULLY'S SPORTING DARTS.....6.99	MANHUNTER SAN FRANCISCO 2.....9.99	THE GAMES (1 MEG).....10.99
CJ'S ELEPHANT ANTIKS.....5.99	MATCH OF THE DAY.....6.99	THE SIMPSONS - BART VS THE MUTANTS.....5.99
CRYSTAL KINGDOM DIZZY.....6.99	MCDONALD LAND.....6.99	THUNDERBIRDS.....5.99
DALEK ATTACK.....9.99	NIGEL MANSELL.....7.99	TIMES CROSSWORDS.....6.99
D DAY (1 MEG).....9.99	PACIFIC ISLANDS.....8.99	ULTIMATE GOLF.....5.99
DIZZY PANIC.....5.99	PANG.....5.99	VIDEO KID + KID GLOVES.....9.99
DUCK TALES (DISNEY).....7.99	PARASOL STARS.....7.99	WAR IN THE GULF.....9.99
ENGLAND.....4.99	PICTIONARY.....6.99	WORLD RUGBY.....5.99
EUROPEAN CHAMPIONSHIP.....9.99	PIT FIGHTER.....4.99	W/W F 2.....6.99
F29 RETALIATOR.....9.99	POPULOUS/PROMISED LANDS.....9.99	ZOO (NOT BOXED).....8.99
FIREHAWK.....6.99	POTSWORTH & CO.....6.99	
FIRST SAMURAI + MEGALO MANIA (1 MEG) 8.99	POWERMONGER WWI.....10.99	
GAUNTLET 3.....9.99	PREMIER MANAGER.....8.99	
GODFATHER.....5.99	ROBOCOP 2.....6.99	
GOLD OF THE AZTECS.....7.99	RUBICON.....7.99	
GRAHAM GOOCH.....14.99	SABRE TEAM.....9.99	
WORLD CLASS CRICKET.....8.99	SHADOWWORLDS.....9.99	
G TAYLOR SOCCER MANAGER.....8.99	SHOE PEOPLE (EARLY LEARNING SOFTWARE) 4-6 YEARS.....1.99	
HARLEQUIN.....7.99	SIM CITY TERRAIN EDITOR.....4.99	
HERO QUEST + RETURN.....10.99	SLEEPWALKER.....8.99	
OF THE WITCH LORD.....12.99	SPACE CRUSADE.....12.99	
JIMMY WHITE.....12.99	VOYAGE BEYOND.....12.99	

WIZARD SPECIAL ANY 3 FOR £10.00

FAST FOOD DIZZY, FIRST SAMURAI, GUARDIANS, HOVERPRINT, KIDZ SNACK DIZZY, MANIA, MEG 29, MINDBENDER, NEIGHBORS, NITRO BOOST, RESOLUTION 101, SEYMOUR GOES TO HOLLYWOOD, SNOWSTRIKE, SUPERSTAR SEYMOUR, SUSPICIOUS CARGO, TUSKER, VENUS FOTRAC, VOODOO NIGHTMARE, GEM X, TOP BANANAS ACTION SERVICE, INFESTATION, OVERLANDER, TIN TIN ON THE MOON DISK, WORLD SOCCER/NITRO, CHAMPIONSHIP RUN, 16 BIT MACHINE - SUPER CAR/KIDZ/SWITCH/BLADE/WEIS ETC, BILLARDS SIM/CHESS SIM/INTERNATIONAL TRUCK RACING/PIT FIGHTER/MAN UTD/GAMES POND/SPACE CRUSADE

COMPILATIONS

BIG BOX	PRO POWERBOAT, NITROBOOST, SAS COMBAT, PUB TRIM.....3.99
PURPLE SATURN DAY, TIN TIN ON THE MOON, KRYPTON EGG, STIR CRAZY, CAPTAIN BLOOD, SAFARI GUNS, HOSTAGES, TEENAGE QUEEN, JUMPING JACKSON, BUBBLE +.....9.99	QUATRO FIGHTERS
BOARD GENIUS	SAS COMBAT, MEG 29, KAMIKAZE, GUARDIAN ANGELS.....4.99
CLUEO/SCRABBLE/RISK.....15.99	SPORTS COLLECTION
CARTOON COLLECTION	PRO TENNIS/WORLD CUP SOCCER/
TREASURE ISLAND DIZZY, CJ'S ELEPHANT ANTIKS, SLIGHTLY MAGIC, SPIKE IN TRANSILVANIA, SEYMOUR GOES TO HOLLYWOOD.....9.99	RUN THE GAUNTLET.....9.99
COMPUTER HITS 2	SUPER ALL STARS
TETRIS/TRACKER/JOE BLADE/TAU CETI.....5.99	MAGIC LAND DIZZY/CAPTAIN DYNAMO/ROBIN HOOD/
HIGH ENERGY	LEGEND QUEST/CJ IN THE USA/STEG THE SLUG.....9.99
NORTH & SOUTH/TIN TIN ON THE MOON/FIRE AND FORGET/TEENAGE QUEEN/HOSTAGES.....10.99	THE GREATEST
KIDS RULE OK	JIMMY WHITE/LURE OF THE TEMPTRESS/SHUTTLE.....19.99
POST MAN PAT 3, POPEYE 2, SOOTY & SWEEP.....9.99	ACTION MASTER
MAX	F16 COMBAT PILOT/HELL/HELL/TURBO OUTRUN/
TURRICAN II, ST DRAGON, SWIV, NIGHT SHIFT.....9.99	ITALIA 1990/DOUBLE DRAGON II.....9.99
QUATRO ARCADE	

GAMES SUBJECT TO AVAILABILITY. PLEASE NOTE - A PHONE CALL RESERVES YOUR ORDER. ORDERS UNDER £5.00 ADD 50P POSTAGE + PACKING. CHEQUES + POSTAL ORDERS MADE PAYABLE TO WIZARD GAMES. PLEASE ALLOW 7 DAYS FOR DELIVERY. OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM. EEC OR WORLD.

TRUE MULTITASKING - THE SMS2 OPERATING SYSTEM

THE DAWN OF A NEW ERA

SMS2 IS A POWERFUL OBJECT-ORIENTED, OPERATING SYSTEM WITH BUILT-IN GUI, HOTKEY SYSTEM AND NETWORKING. SMS2 TRANSFORMS EVEN MODEST ST'S INTO REAL-TIME SYSTEMS WITH WORKSTATION CAPABILITIES

But what does this all mean to the user? It means that you can use your computer in the way that YOU want to use it rather than in the way that it forces you to use it. Suppose that you want to use your ST as a fax machine. If a fax call comes in, you are still able to carry on using your word-processor and/or database and/or spreadsheet program. The fax is simply received in the background.

For the programmer, this provides endless possibilities. You can be running your program under development at the same time as editing the source code at the same time as re-compiling a later version. SMS2 is a wonderful environment to work in.

SMS2 comes on a plug-in cartridge for the ROM port of all the ST range and supports the high-res mono mode. There is no complex setting up or installation. You just plug it in, switch on and 9 seconds later you have an SMS2 system

which is ready to network without any expensive hardware add-on's. The system comes in PEROM form on the cartridge so if you want to change the startup configuration at all then it is simple to do so. This also means that any enhancements to SMS2 can be provided on disc without the need to return the SMS2 cartridge.

It must be pointed out that SMS2 does not run GEM or TOS programs. It is a distinct and separate operating system which provides a powerful and yet flexible form of computing. There are already a number of commercial programs and a good range of PD software which is available now and is SMS2 compatible.



FURST

limited

SMS2 is ready now for only £135.00 by cheque or eurocheque from:

Furst Ltd, Delta House, Garfield Road, Bishops Waltham, Southampton SO3 1AT, England.

Telephone: + (0)489 894674

Facsimile: + (0)489 895765

THE FUTURE OF FOOTBALL MANAGEMENT IS IN YOUR HANDS TACTICAL MANAGER

The Most Sophisticated and realistic Football Management Simulation has arrived. Tactical Manager actually plays each match ball by ball - you can interrupt any match in real time and adapt your strategy according to your team's strength, tactics, fielding and the run of the game.

Operate in the national and international transfer markets selecting from 3740 real footballers and 41840 real player parameters to build your ideal team. Use the unique database-like search facility to locate any player in the league each of them with 30 real parameters to ensure ultimate realism - be aware of the positive and negative aspects of each individual.

Select from 64 (8 x 8) different and adjustable tactical approaches to your matches - do you want to mix it, man mark the opposition and play the offside trap? Improve the performance of your team by motivating them, using substitutes and placing troublesome players on the transfer list.

Retrieve 20 years of results and league tables - 21290 matches! 13 different charts ranging from the standard league table to the most bookings and most consistent players charts. Print results, tables, fixtures, transfer and European lists, referee and financial data, scouts and examiner reports, squads, and manager achievements dating back over the last 20 years.

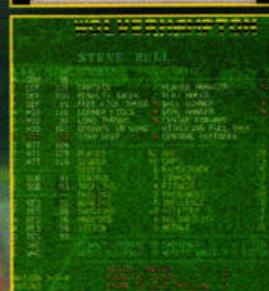
Compete at friendly level, League, F.A and League, European, ECWC and UEFA Cups or challenge the top European teams.

Experience THE most sophisticated management simulation ever - Over 900 Kb of game logic programmed in Assembly code to give ultimate detail and speed and a unique 46 player multi-user system. Complete control of your team: Select your penalty, free kick and long throw takers; wingers, sweeper, captain, ball winners, playmakers, reserves and player managers.

Available Now for all 1 Mb ST's (1 Mb required) - 25.99



Black Legend, Fulham Mill Barn, Fulham Mill Lane, Welwyn, Herts. AL6 9NP Tel: 0438 840004



"Tactical Manager should satisfy even the most committed Fergie wannabee" Amiga Format

"Each game played has a realistic outcome" - The ONE

"The penalty incident quite literally had me on the edge of my seat" - The ONE

Lastability 87%

"Tactical Manager is a very absorbing football manager simulation. Extremely involving. A great game". CU AMIGA

Lastability 96% Playability 93%



Analogic Computers (U.K.) Ltd

Unit 6, Ashway Centre,

Elm Crescent,

Kingston-Upon-Thames, Surrey KT2 6HH

Mon-Fri. 9am to 6.30pm Sat 9am to 5pm

TEL: 081-546-9575

FAX/TEL: 081-541-4671

**ANALOGIC
ANALOGIC
ANALOGIC**

OFFICIAL ATARI REPAIR CENTRE

• COMPUTERS • MONITORS • REPAIRS WITHOUT DIAGNOSTIC FEES

520/1040 ST/STM/STF/STFM/STE	£59.95	} including delivery back by courier service
Monochrome, Colour Monitors excluding CRT, L.O.P.T.	£59.95	



We pick up computers for repairs and memory upgrades for Next Day delivery to us by Courier Service for only £6.00 + VAT

MEMORY UPGRADES

MARPET DEVELOPMENTS OFFICIAL XTRA-RAM DELUXE INSTALLERS

520 STF/STFM to 1 Meg	£59.95	520 STE to 1 Meg	£14.95
520 ST/STM/STF/STFM to 2.5 Meg	£79.95	520 STE to 2 Meg	£59.95
520 ST/STM/STF/STFM to 4 Meg	£129.95	520 STE to 4 Meg	£114.95



PROTAR PROFILE SERIES II HARD DRIVES

QUANTUM/MAXTOR MECHANISM WITH CACHE

Compatible with all ST/STF/STFM/STE/Mega ST/Mega STE/Falcon

Profile 50DC & 85DC	£CALL	Profile 170DC	£349.95
Profile 120DC	£299.95	Profile 240DC	£449.95

• POA for Higher Range of Profile Series II and SCSI Bare Drive

GOLD AWARD WINNER PROTAR PROFILE SERIES II HARD DRIVES have features such as:

- Auto-Booting • Auto-Parking • Read/Write Access • Password Privileges • Selectable Boot Partition
- DMA Thru Port • Quiet Fan • Device Number Switch • Hard Disk Management Software package
- Full Utilities package and De-bugging Software • 45 Watt PSU and all necessary wiring in place to mount another Bare Hard Drive in elegant housing.

SCSI BARE QUANTUM HARD DRIVES

WITH CACHE

50Mb & 85Mb	£CALL	170Mb	£249.95
120 (Maxtor) Mb	£199.95	240Mb	£329.95

STFM, STE, FALCON 030 COMPUTERS

**We shall try to beat any genuine
advertised Falcon prices**

P.O.A.

STE/STFM 2.06 TOS SWITCHERS

with Hardware Switch

The only Solderless DIY Kits available

STE TOS 2.06 Roms	£39.95	STE TOS Switcher + 2.06 Roms	£59.95
STE TOS Switcher	£39.95	STFM TOS Switcher + 2.06 Roms	£64.95

MONITORS

AMITAR £129.95

High Resolution Monochrome Monitor including VAT excluding delivery

POWER SUPPLIES

STFM/STE Power Supplies (Service Exchange)	£24.95
NEW STFM/STE Power supplies	£49.95

ACCESSORIES and EMULATORS

STE/STFM Scart Lead	£14.95	Mouse Mat	£4.95
STE/STFM Lead to Philips CM8833 II	£14.95	10 Blank Branded Disks	£9.95
Philips CM8833 Dust Cover	£6.95	10 Blank Unbranded Disks	£5.95
Twin Joystick/Mouse Port ext Lead	£5.95	Forget Me Clock	£21.95
290 Dpi mouse	£14.95	PC Speed	£59.95
Dust Cover	£4.95	AT Speed 8	£134.95

DISK DRIVES

1 Meg 3.5" Internal Drive	£39.95
High Density 3.5" Internal Drive	£49.95
High Density 3.5" Internal Drive + Module	£69.95

PRINTERS — HP310 / 510 / 550 Colour — POA



- All prices include VAT and NEXT DAY DELIVERY subject to availability
- Fixed charge for repair does not include Disk Drive Replacement & Keyboard
- All prices subject to change without notice
- We reserve the right to refuse any ST Repair
- Please allow 5 working days for cheque clearance



GUARANTEED SAME DAY DISPATCH (subject to availability)

NEW VERY LOW LOW PRICES



Professional Service with no surcharge

WHILE-U-WAIT!!

♦ MEMORY UPGRADES ♦ TOS UPGRADES ♦ DISK DRIVE UPGRADES ♦ EMULATORS ♦ many REPAIRS

MUSICOM 2 TRAKCOM

PUBLISHER: COMPO SOFTWARE
PRODUCT: MUSICOM2/
TRAKCOM
PRICE: £79/TBA
FOR: FALCON
MEMORY: 4MBYTE
HARD DISK: N/A

A honest to goodness, high quality music package. It's aimed at non-professional musicians who want to carry out a broad range of musical tasks quickly and easily.

Its brief is to be approachable and to encourage users to play around

with the Falcon's direct-to-disk recording power without getting involved in a stand up scrap with the overpoweringly professional (and expensive) CuBase. All the regular tools of a sequencer are there, for you to cut, chop, loop and general mutate sound samples. But the ease of use has been the paramount concern.

Musicom 2's icon and dragging nature is not uncommon on other sound manipulation systems, but here it's just that little bit clearer.

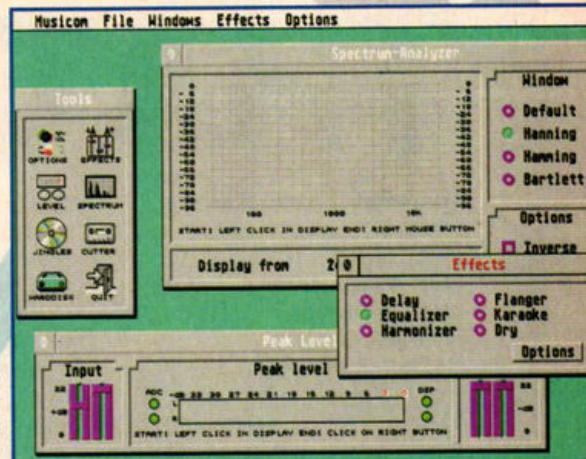
Don't interpret the more accessible interface as a sign of weakness simply because it



doesn't fall prey to the "if it's powerful then it must look intimidating"

school of thought. Musicom 2 can look after itself in a results fight. The effects and the options available should make this a serious option for the Falcon music enthusiast, as users of the current Musicom package will attest.

Trakcom, the second prong of Compo's musical attack, is a multi-track sampler and sequencer. Its speciality is that it is memory based and doesn't rely on the hard disk. Which means up to 14MByte



Musicom 2 - a serious piece of sound kit, offering music power at a sensible price.

of fast access fun! Again like Musicom 2, Trakcom is designed to be instantly accessible.

So it's up front about what it offers - good solid soundtracking on the Falcon. The controls too are straightforward - trying to bring the power of the soundtracker out into the open, rather than hiding it under a pile of obscure menus.



MASTERPHONE

PUBLISHER: HISOFT
PRODUCT: MASTERPHONE
PRICE: £TBA
FOR: ALL ST'S
MEMORY: 1MBYTE
HARD DISK: REQUIRED

"I'm sorry I can't come to the phone right now but if you care to leave your name, number and the time you called I'll get back to you." Answer phones are a pain in the butt. They serve a useful func-

tion but they offer no flexibility for either the caller or the person for the who the message is being left.

MasterPhone from HiSoft could well solve all these problems. Best described as a voice mail system as it enables a hard drive ST to interrupt calls and then, via touch-tone commands, field different calls in a number of different ways. Using a device designed by AVR (the folk behind VideoMaster) MasterPhone effectively listens to

the key instructions given by the caller, replies in an appropriate manner and stores the message in one of a selection of mail boxes.

The size of the message will be limited by the amount of hard drive space allocated and the range of replies is only limited to the level of complexity you wish to introduce. Friends and relatives can be given a passcode which directs their message into a specific area, while another can be

added for business calls again subdivided between sales, memo's and customer queries.

Useful for organisers of clubs or small business, MasterPhone should bring a voicemail system with in the reach of us all. The software is well under development and the first prototypes of the plug-in adaptor have been built. Now it's just a question of polishing up the code and getting the adaptor produced.



INTERFACE 2

PUBLISHER: COMPO SOFTWARE
PRODUCT: INTERFACE 2
AND ZOOM
HARD DISK: N/A
PRICE: £TBA
FOR: ST, STE AND FALCON030
MEMORY: .5MBYTE
HARD DISK: N/A

Now resource file editors are not the sexist items in the universe. They are reasonably hard to get worked up about in theory, as all

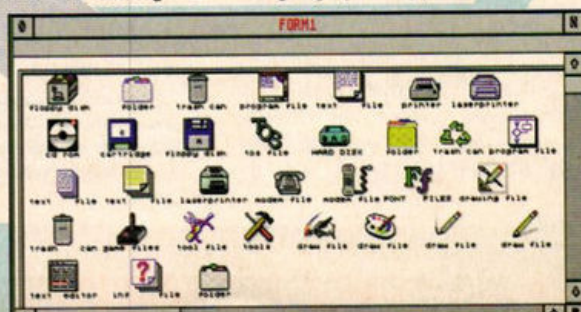
they can effect all are small graphic files that warn about, or question an actions such as Save changes Yes/No. But in practice they can make life much, much, easier on your ST as they can sweep away those annoying dialog boxes and add to those which are lacking. For

a programmer, using a resource file editor takes all the hard

work out of designing the GEM parts of a program, you just design your menus, boxes, dialogs and windows as if you were using a graphics package. The alternative is to create all these functions by writing the code directly in whatever language you happen to use.

Interface 2 enables you to dip into resource files of programs, call up their dialog boxes and alter them to suit your preference. Which sounds a little dry, but can prove really useful. The prime example being foreign Public Domain programs. With a dictionary and little patience, it's possible to replace the original language for English - and make the program useable.

Which is why it's good news that Interface 2, now effectively the standard resource file editor on the ST, is to be packaged with a manual. Also bundled with an Interface (also available separately), Zoom, a rather neat Falcon icon editor, which enables you to edit and create the colour Desktop icons of the Falcon.



Interface 2 helps with the adapting and writing of programs. Can you afford not to have it?



THAT'S WRITE 3

PUBLISHER: COMPO SOFTWARE
PRODUCT: THAT'S WRITE 3
PRICE: £TBA
FOR: ST, STE, TT
AND FALCON030
MEMORY: 1MBYTE
HARD DISK: N/A

That's Write 3 faces a bit of problem in having to significantly beat *That's Write 2*. As the leading WYSIWYG word processor the faults are already hard to find there, and many thousands of ST owners are big fans of the program so any major changes could alienate them. The authors of *That's Write 3* appear to have grasped this nettle and opted to refine rather than reform the package.

That's Write 3's GEM-like interface has a sophisticated air, adopting the look of PC Windows application, with shaded dialog boxes. *That's*

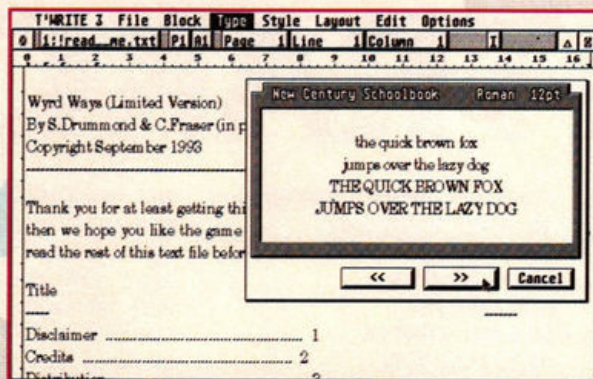
Write 2 users will feel immediately at home with the controls – as would any word processor user after just a few minutes.

The real difference *TW2* users will notice, and others should just be plain impressed by, is the system for the handling of fonts and printing. Rather than plump for the traditional split of only using the fonts available to the printer (which limits the flexibility of fonts in terms of scaling) or doing the whole lot out as a graphics (which takes time even on an inkjet printer) *TW3* seeks to mix them up.

After using SpeedoGDOS to initially generate the font it's then cached to disk. So when working you get true Speedo quality on-screen as well as speed because the font isn't having to be continually recalculated. The system, which is transparent until printing, works out which fonts (of

those you've used) the printer has on board and uses them. Everything else is bitmapped and printed as a graphic dump. Which speeds the printing process along.

Furthermore with the new generation of deskjet printers, that have scaled fonts available so *TW3* will be fully able to utilise this, in a manner that the user can appreciate – less time sat by the printer. And as *TW3* can use Type 1s and True Types as well as Speedos it boasts a major range of fonts that you can really use to improve (or least cover in loads of weird typefaces) newsletters, reports and so on.



■ *That's Write 3* and old friend, but now a very good looking one. Will retain the top ST Word Processor title?

On top of all that, it hard to say more. Until we can give it some serious work to do when it comes in for review, it'll be hard to gauge how much better the core of the processor performs, because it is such a hard act to follow. But if the internal tweaks are anything as good as the external then we should be in for pleasant surprises.

TELEPHONE SYSTEM

PUBLISHER: COMPO SOFTWARE
PRODUCT: TELEPHONE SYSTEM (DEVELOPMENT TITLE)
PRICE: £TBA
FOR: ST, STE AND FALCON030
MEMORY: 1MBYTE
HARD DISK: N/A

It's hard to avoid making direct comparisons between Compo's new voicemail project and the one of HiSoft are working on. Both are in-development which means it's unfair to fully to compare fea-

tures as these may change as development continues. Yet suddenly we will have a choice of ST systems that handle phone calls for you, when before there were none. Odd.

Using a dongle that takes the phone line and plugs it to the ST, production of the telephone adaptor is the hard part. The version we saw was a development version and not the production unit, but the software was already providing a tidy, flexible interface.



■ The Telephone System can take incoming calls and deal with them in many different ways. (It will also be in English - phew!)

The potential these projects offer for small business, club officials and friends is great. Such systems for example can take an incoming call and play a message saying that you're not in. It would then ask for an identification – effectively a pin number – and give the appropriate response. It may save the message to specific directory, give a supplementary message, advise friends where you really were or if the caller doesn't have a code, just play the standard "I'm not able to come to the phone right now" flannel.

At the moment the *Telephone System* is still a) in development and b) still in German – which made some of the messages a little confusing. But with neat functions like varying the message by time and date it looks like some kind of ST voicemail system could become one of those extras that rapidly become a sort of necessity.

AND THERE'S MORE...

These aren't the only new applications getting ready to hit the ST before the end of the year, just a snapshot of the range we're aware of. There's a stack more quality ST kit on its way that we haven't even heard about or had a chance to see yet. Yep, it's going to be a fun year – and a highly productive one,

where your ST becomes an ever more flexible tool for work, leisure and plain life sorting activities. We can't wait!

Of course if you're looking for top-class ST information, the most informative reviews and quality masterclasses then you'll be reading *ST FORMAT*. Which will get

every single new application for your machine and test it until its ears bleed, tweak it until we really know how it all works and then pass that info on to you. Stay tuned, as they say! **stf**

■ If you really want to get the picture then get STF every month for the reviews that count.



THE UPGRADE SHOP

TEL 0625 503448

All prices include VAT @ 17.5% but exclude delivery (unless otherwise stated) please see below.
Orders can be placed by TELEPHONE quoting credit card details or by MAIL ORDER, please make cheques and postal orders payable to "THE UPGRADE SHOP".
1 year warranty on all products (unless otherwise stated),
4 Months on repairs.
Prices subject to change without notice.

SYSTEM UPGRADES

MARPET XRAM DELUXE KITS

For STF/STFM. These kits use simm modules to upgrade to a maximum of 4mb. Same day fitting service for £15.

XRAM UNPOPULATED	£24.99
520 to 1MB	£32.99
520 to 2MB	£79.99
520 to 4MB	£129.99

DOUBLE UPGRADE 1MB XRAM and DOUBLE SIDED DRIVE £72.00

STE KITS

All kits include comprehensive fitting instructions and a ramtest disk. Same day fitting available for only £7.00.

520 to 1MB	£8.99
520 to 2MB	£55.00
520 to 4MB	£109.00

FOR OTHER VARIATIONS ON UPGRADES PLEASE CALL

TOS 2.06

The latest Atari operating system for your ST. Simple plug in installation for most machines. Includes manual switch so that the old Tos can be left in your machine

TOS 2.06 STE	£60.00
TOS 2.06 ST,STM,STF(M)	£65.00

OVERSCAN

Remove the border and get more workspace. For ST,STF,STM and STFM computers.

OVERSCAN	£39.99
-----------------	---------------

HIGH DENSITY DRIVER MODULE

Read and write to High density disks (1.4mb). Fully automatic detection of disk type. Supports 2 drives of different combinations. TOS 2.06 version available now, please ring for details of TOS 1.XX version. (Requires High density 2MB Disc drive.)

HIGH DENSITY MODULE	£25.00
HIGH DENSITY MODULE AND 2MB DRIVE	£63.00

FITTING SERVICE AVAILABLE ON ALL UPGRADES FOR £15.00

MONITORS

T.U.S. 14" MONO

The T.U.S. 14" Mono monitor can be used on th ST, FALCON or P.C. without modification. Displays from 640*400 (ST - overscan compatible) to 1024*768 (FALCON or PC super VGA). Supplied with tilt and swivel stand, ST or Falcon adaptor cable and enhanced warranty support.

New Low price **£109.00**

TUS 14" COLOUR SUPER VGA

.28dp Super VGA colour monitor for Falcons and P.C.'s. Displays from 640*480 to 1024*768. Includes Tilt and swivel stand.

14" COLOUR SVGA	£229.00
------------------------	----------------

FALCON CABLE	£8.99
---------------------	--------------

FALCON 030

FALCON 1MB NO HD	£489
FALCON 4MB NO HD	£689
FALCON 4MB 64MB HD	£789
FALCON 4MB 127MB HD	£889

68882 CO PROCESSOR	£CALL
FALCON MEMORY	£CALL

PC EMULATORS

For the ST and STE

PC SPEED ST,STE	£55.00
ATSPEED ST	£139.00
ATSPEED STE ADAPTOR	£29.00

FORGET ME

Keep the date and time of your files. For ST,STE and Falcon
Without through port **£13.99**
With through port **£16.99**

MISCELLANEOUS

QUALITY 290 DPI REPLACEMENT MOUSE	£9.99
TRACKBALL	£29.99
JOYSTICKS FROM	£7.99
DISKS BOX OF 10 DSDD	£5.99
DISKS BOX OF 10 DSHD	£9.99
DISK BOXES FROM	£6.99

HARD DRIVES

BARE CASE'S WITH POWER SUPPLY AND FALCON CABLE FROM **£129.99**

170MB DRIVE WITH ICD LINK CONTROLLER AND CASE FOR ST/STE'S FROM **£349.99**

CASES, CABLES, DRIVES AVAILABLE CALL FOR PRICES.

SPARES SHOP

SPARE PARTS

SERVICE EXCHANGE.

Parts available from stock. Fast delivery of exchange itmes. If a part is not listed that you require please ring. ALL SERVICE EXCHANGE PARTS COME WITH A 4 MONTH WARRANTY.

SERVICE EXCHANGE.	
STFM MOTHERBOARD	£45.00
STE MOTHERBOARD	£49.00
POWER SUPPLY	£26.00
KEYBOARD	£35.00
INDIVIDUAL ATARI IC'S	£CALL

NEW PARTS.

Full 12 months warranty. All parts are tested before dispatch.

INTERNAL REPLACEMENT DRIVE KIT

For any ST with INTERNAL drive. High quality mechanism, with standoffs for old ST's if required.

1MB or 2MB drive supplied **£39.99**

POWER SUPPLIES

New PLUG IN replacement, includes power switch and mains connector, no soldering required. **£33.99**

REPAIRS AND FITTINGS

Fully trained engineers for a reliable repair. All jobs quoted for individually (no fixed prices). 48 hour turnaround on most machines. Long 4 months warranty as standard. Courier collection and return available for £14.00.

We can fit any of the advertised products to your machine for a one off fitting charge of £15.00. This means that if you require say an upgrade and overscan fitted then the charge is only £15.00. Please ring for an appointment before bringing your machine or call if courier collection is required. Please ensure all parcels collected are adequately packaged.

THE UPGRADE SHOP holds the right to refuse any parts under the SERVICE EXCHANGE scheme where the parts have been damaged by mistreatment however caused. Please ring for details if unsure.

DELIVERY CHARGES

Small items under £50.00 please add **£3.00 P&P.**

Large items and orders over £50.00 add **£7.00** courier charge. Courier Pickup for Upgrades and Repairs **£7.00**

CLASSIS GAMES

9 CLASSIC GAMES AT AFFORDABLE PRICES

STAR RAIDERS
DEFENDER II

9 LIVES
ENTERPRISE
STAR BREAKER
PRINCE
BADLANDS PETE
CHRONICLES OF OMEGA
TEMPEST

ALL GAMES JUST £4.99 EACH

ORDER 4 AND GET ONE FREE

PACKING AND POSTAGE ON GAMES ONLY £1.90 PER ORDER

37 CROSSALL STREET, MACCLESFIELD, CHESHIRE. SK11 6QF
MONDAY - FRIDAY 9:00AM - 6:00PM SATURDAY 9:00AM - 5:00PM

TECHNICAL SUPPORT TUE, WED, THUR 6:30PM - 8:00PM

SAME DAY SERVICE AVAILABLE FOR UPGRADES AND MOST REPAIRS

VISA

PLEASE RING BEFORE YOU BRING

ACCESS



ART FOR

Fancy yourself as a pixel Picasso but don't know which art package to use? Then fret no more, Chris Lloyd canvases the best graphics programs around

Your ST's screen is capable of showing spectacular images and armed with an art package you can get in on the act too. These programs make it easy to create your own graphics; everything from simple cartoon images to complex 24bit masterpieces. All you need is the right program and a big dollop of imagination. And apart from anything else, it's enormous fun.

The process of creating pictures on your ST is totally different from the more traditional methods of brush, knife or pencil.

You can make endless changes, create perfect copies and a myriad of other operations that would be all but impossible using pen and ink.

The ST is blessed with a wide range of art packages, offering a vast range of different options, for a wide range of prices, across all resolutions. Even the fledgling Falcon boasts a bevy of programs to that handle its enhanced colour capabilities.

At the top of the graphics tree are professional level programs that deal with 24-bit images while at the bottom are basic packages aimed at the novice ST artist. Between these two branches sit dozens of programs – some good, some indifferent and some downright bad. We've waded through them all, and picked the best packs for all price brackets.

The Public Domain

Many amateur programmers cut their teeth writing art packages and (understandably) most of them are pretty awful. Hidden amongst them though are a few real gems – often better than commercial programs. So if money is tight then you can find some excellent programs in the Public Domain. They only cost a few quid, so even if you're just curious they're worth a look.



CRACK ART

Few Public Domain art packages can hold a candle to *Crack Art*; it's a superb program. Running in low resolution it requires at least

1MByte of memory to run. But if you're packing this then there's no reason you shouldn't start producing cracking (awful pun) pictures.

The main drawing tools are found on an icon riddled screen which can be toggled to the main drawing screen with a click on the right mouse button. The range of functions offered by these icons is heady. Alongside the normal drawing tools are an excellent series of block manipulation tools including tube, perspective, curl and skew.

Crack Art also offers a mass of image processing functions that



■ The main functions for *Crack Art*, each of which has a keyboard shortcut. Double-click on an icon and the adjustable parameters appear.

include anti-aliasing, relief and diffuse. In fact you'd be hard pressed to fault *Crack Art*'s list of features – how can you argue with five types of graduated fill?

Even the range of supported picture formats is very impressive. It converts Spectrum 512 and Degas high resolution images into low resolution, it can even load 16 colour GIFs. *Crack Art* packs just about every drawing tool and function you could want into one package. If you plan to start getting serious about art then this is an ideal place to start. It's Shareware and well worth registering with the authors, they deserve it for producing such a top-notch picture program.

Crack Art

Shareware version available from any good Public Domain library (See page 44 for a full PD directory).

Highs

- A zillion functions – and then some.
- Good image processing and block tools.
- Very fast.

Lows

- Limited animation support.

94%



PAD

For high res work on a tight budget, *Pad* fits the bill perfectly. It runs happily on any 1MByte ST but if you have a 4MByte machine you can work on 100 images at once. The main screen is divided into two sections; one half shows you the image and the other is taken up with over 40 icons – many of which boast sub-functions.

The block manipulation functions – which include pattern fill, rotate, size, distort and outline – are solid. The geometric drawing tools are particularly good, allowing you to manipulate both flat shapes and 3D ones. Two images can even be combined using the sponge and trace tools, where selected sections from one image are drawn onto the second – a neat trick that.

Pad

Available from any good Public Domain library (See page 44 for a full PD directory).

Highs

- Lots of drawing tools.
- Good picture merging function.

Lows

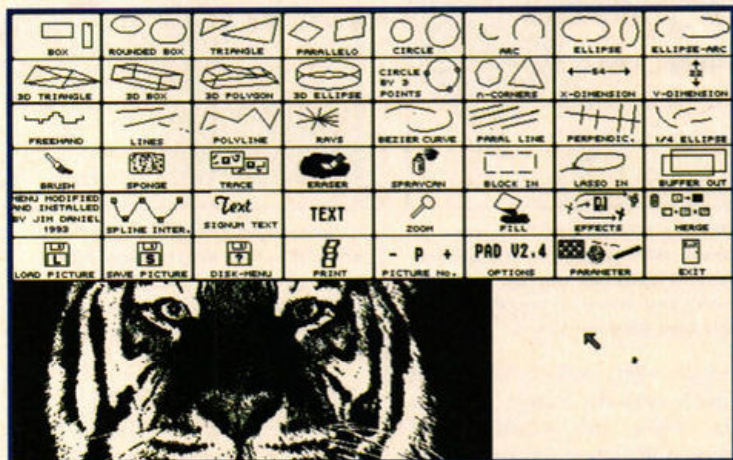
- Works in high res only.

90



■ *Crack Art*'s excellent and fast zoom mode. You can quickly move about the image and change zoom magnification – which is a delight when compared to some packages clumsy zoom modes.

ART'S SAKE



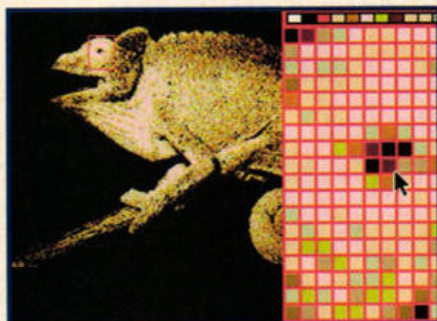
■ **PAD in action.** There are a superb range of almost CAD-like line drawing tools as well as some clever special effects.

High resolution is really the domain of DTP work. The main use of *Pad* is to edit scans and prepare line graphics for these documents. Dedicated packages that offer these functions can cost an arm and a leg. *Pad* stands out as a well-written program and offers outstanding value.

PAINT POT

Previously available as a commercial package (£10) this program runs in all three ST resolutions on any ST and if you have 1MByte you can work on up to nine pictures at once. It uses the familiar layout, with half the screen being taken up by your icons and the rest is being used to create your picture.

Amongst the more unusual functions are the automatic creation of pie charts and bar graphs, where you simply enter the values and the program draws them for you. Blocks can be skewed, rotated and bent. An interesting effect that



■ **Paint Pot strutting its stuff in zoom mode,** taking a closer look at that eye. The program has a simple set of painting tools that are easy to get to grips with. You might find it cramps your style after a while though.

Paint Pot offers is called Shatter and puts a broken glass effect onto your picture. File support is a little limited to NEO and Degas, but as these are the two most widely used picture formats it's not really a problem.

Paint Pot is an ideal program for the younger computer artist. It has all the standard range of drawing tools and is an excellent introduction to the graphics process, before you move on to more complex programs.

Paint Pot

Available from any good Public Domain library (See page 44 for a full PD directory).

Highs

- Very easy to use.

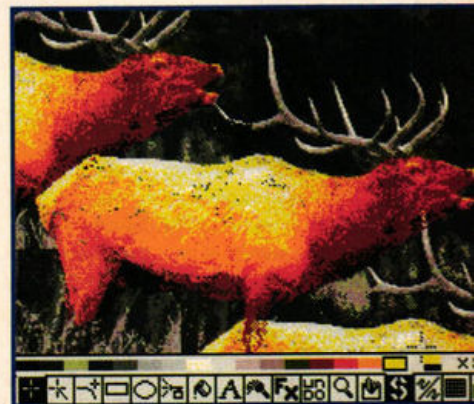
Lows

- Annoyingly switches between palettes during drawing.

78%

COMMERCIAL PACKAGES

Commercial art packages have the advantage that they come with a proper printed manual, which can be a big bonus when you're searching for a specific effect or get stuck. You can also say goodbye to the bugs occasionally plague Public Domain packages. The commercial sector is also technologically more advanced, which means it offers features you won't find elsewhere – they are, after all, professionals.



■ **Deluxe Paint has excellent palette control,** including the ability to stencill colours and re-map the palette. Operations that would be extremely difficult with other packages are made easy.

DELUXE PAINT

When it comes to art packages *Deluxe Paint* really sets the standard. Strictly low resolution only on STs, it can also use the ST's 4,096 colour palette. The bottom half of the screen holds your palette, a row of icons and a hotspot zoom box – a vital tool for accurate drawing – while the top

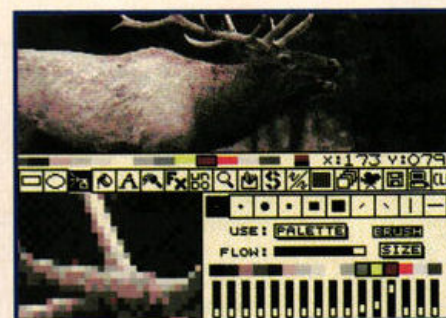
acts as the drawing area. As well as the standard set of drawing tools it also has smear, graduated fills, fully configurable spray function, its own format of multi-coloured fonts and supports a wide range of file formats too –

NEO and P11 formats *Deluxe Paint* has its own compressed IFF format. Oh, and *Deluxe Paint* is dead fast too.

Along with all this quality drawing power, *Deluxe Paint* has a brilliant animation function. Blocks can be made to rotate in and out of the screen across any number of frames and after

you've cut out your block you can give it a start and end position in all three axis as well as rotation. Then, off the program chugs drawing all the in-between frames for you. You can even then add other block animations and edit each frame as a normal screen.

Although it's been around for a while now *Deluxe Paint* can still kick butt when it comes to low resolution work. It lacks some of the more specialised image processing functions found elsewhere, but makes up for this by an easy and powerful set of drawing tools. It really is highly recommended and if you shop around you should be able to pick it up at a good deal less than the recommended retail price.



■ **The main screen for Deluxe Paint.** You can cut the toolbox down to a strip or hide it completely. For 16-bit colour work it takes some beating.

Deluxe Paint

£59.99

Electronic Arts
☎ 0753 549442

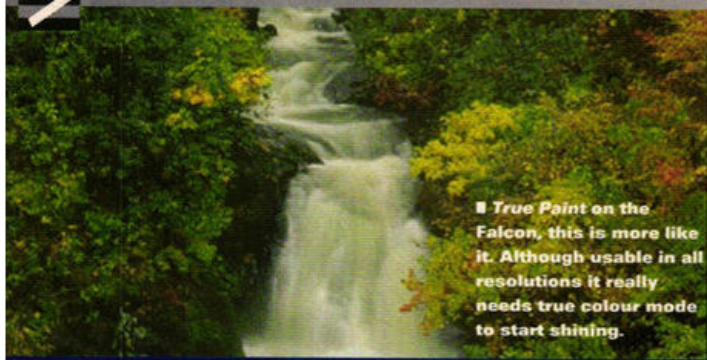
Highs

- Fast and friendly.
- Excellent palette handling.
- Superb block animation feature.

Lows

- ST low resolution only.
- Expensive at full price.
- Few image processing tools.

90%

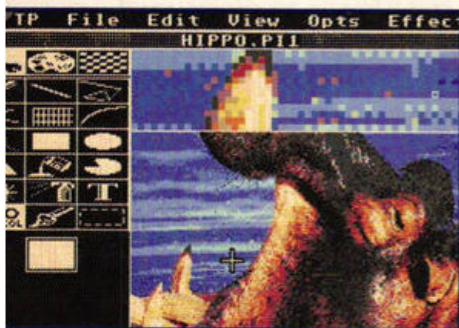


■ True Paint on the Falcon, this is more like it. Although usable in all resolutions it really needs true colour mode to start shining.

TRUE PAINT

One of the first art packages to take advantage of the Falcon's graphic abilities, *True Paint* runs on any ST with 1MByte or more of memory. It runs in all resolutions from monochrome to the 65,000 plus colours of the Falcon's true colour mode. It can also make use of any graphics cards added to your machine, which makes it versatile indeed. *True Paint* also makes full use of GEM and as such is easy to use with the familiar menus, windows and icons. Most functions also have keyboard short-cuts.

The range of drawing tools are fairly basic and functional, all you would expect from an art package but little more. The real power of the program though only comes into play when you use the higher colour modes. Using a range of special brushes *True Paint* can blend, tint, smudge and smooth any image. These func-



■ True Paint running on a standard ST in low resolution. Despite some very tasty features the interface is a little cumbersome and slow at times.

True Paint

£39.95

HiSoft

☎ 0252 718181

Highs

- Very extensive picture format support.
- Runs in all resolutions.
- Full support of Falcon true colour.

Lows

- Rather cumbersome at times.
- Scrolling images particularly slow.
- Limited drawing functions.

82%

tions work best in true colour mode, but it can't handle 24-bit images as *True Paint* is designed to work with images that are displayed in the same resolution they actually are.

There's a colour selector is a colour wheel which enables you to get at any colour quickly. There is also a neat animation feature which allows you to flip quickly between screens. Picture format support is excellent with just about every format known to Atari supported - including JPEG. What's more the routines for loading images are held as external files, so more formats can easily be added. On the front it can use GDOS and Speedo GDOS.

True Paint was never designed as a high-end image processor or retouching package. It's a straightforward art package for simple creations and editing. The ability to use so many formats and resolutions is its main strength which makes it a solid all-rounder.

PIXART

Curiously, *Pixart* is written in BASIC but you would never guess it. Running in all resolutions it can cope with a wide variety of picture formats, including 256 colour and true colour formats. Being GEM based, pictures are loaded into the familiar scrolling GEM windows so it's pretty friendly to use.

The main drawing tools are picked from a pop-up toolbox of icons. When you pass the mouse over an icon a short description of the function appears at the top-right of the screen, a very handy extra that can save lots of time looking things up in the manual. And all the tools are also available in zoom mode which is very handy and makes close-in work a joy.

The block functions of *Pixart* are particularly good. When you cut out a block it appears in its own window, ready to be worked on before it is pasted back into the picture. Blocks can also be mapped onto a wide variety of shapes. There's also a rather



■ Pixart on the Falcon. It uses a friendly GEM interface with pop-up menu of icons and menus. Selected blocks and the zoom function get their own GEM windows.

special effect where a grid is placed over the image and you can move the points about, warping the image as you go. The text function calls up a separate little text editor so you can get it right before pasting it on. *Pixart* uses Signum fonts which are readily available in the Public Domain.

Pixart lacks really heavy-weight image processing functions and animation but it is easy to use and very friendly. For fairly simple editing over a wide range of formats and resolutions it's a pretty good bet.



■ Pixart running in low resolution on the ST. It has some very tasty block mapping tools that can turn nice respectable pictures into warped versions of themselves, smart.

Pixart

£34.95

The FaST Club

☎ 0602 455250

Highs

- Works in all resolutions and colour depths.
- Very good block mapping.
- Easy and friendly.

Lows

- Lacks more sophisticated functions.
- No GIF support.

79%



■ Chagall has one of the best front ends of any ST art package. All the tools are picked from a pop-up toolbox which you can configure it to suit yourself. It can be a bit sluggish at times however.

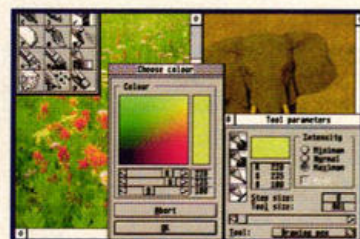
THE BIG LEAGUE

The high-end of the market brings some very powerful packages. This is the realm of 24-bit colour and packages aimed at serious DTP work. The image is often destined to be printed rather than displayed on your monitor - which means you sometimes cannot actually see just how good your picture looks! These programs rival anything available on other machines and each offers a specific range of tools for highly specific groups.



CHAGALL

This program sits at the top of the tree. It's a fully fledged 24-bit art package



■ The excellent colour picker enables you to get at any colour in a trice. Also open are the drawing tools and the tool configuration tool-boxes. You can open as many tool-boxes as you have room for.

Chagall

£199

CGS ComputerBild

☎ 081 6797307

Highs

- A superb collection of features.
- Full 24-bit colour.

Lows

- Expensive.
- Can be slow.
- Needs lots of memory.

94%



and packs a huge range of image manipulation tools. It works on any ST with 2MBytes of RAM or more, but there is little point in using anything less than a 256 colour display – namely a TT, Falcon or an ST fitted with a graphic card. All the images created are 24-bit regardless of the display used with the picture dithered for the best display possible.

Chagall uses its own interface with masses of pop-up boxes of icons and almost everything is configurable to suit your personal needs. The drawing tools include chalk, marker pen, sponge and toner. Alongside these there are a collection of image processing and block manipulation tools that are truly impressive.

Chagall can use an 8-bit mask for many of the functions. This takes some experimentation to get the best out of, but it can be used for some stunning effects. The program supports a good range of image formats which can be expanded by adding extra functions using modules. Overall, *Chagall* is a finely crafted program that oozes a very professional feel. For 24-bit colour work you really can't find a better all round option.

DA'S PICTURE

Strictly a high-end package *DA's Picture* deals exclusively with 24-bit graphics – that's over 16 million different colours. It combines a powerful set of drawing tools with retouching and image processing of the very highest quality. It runs on all STs with a minimum of 2MBytes of memory but it is happiest on a Falcon, or an ST that boasts a graphics card. It also uses your hard drive as virtual memory so you can load truly enormous files on any ST, which is quite a feat.

Pictures are dithered to show the best possible screen representation but the actual image itself remains 24-bit even on a 256 colour display. Among the drawing tools are an adjustable pressure pencil, feathered blocks and some very tasty image processing tools – such as sharpen, blur and smudge.

If you are used to normal ST packages like *Deluxe Paint* then the sheer power of *DA's Picture's* drawing tools are a revelation, some of the more powerful ones include use of an 8-bit mask and a vector module. This enables you to define a path as a vector and then use it to trace a drawing tool across the screen. It's not all roses though, there are no block re-mapping functions and it only loads and saves in TIF format, so you have

to convert images before beginning work. Some of the features are rather slow and with only three basic drawing tools it's geared more towards retouching rather than the creation of original art.

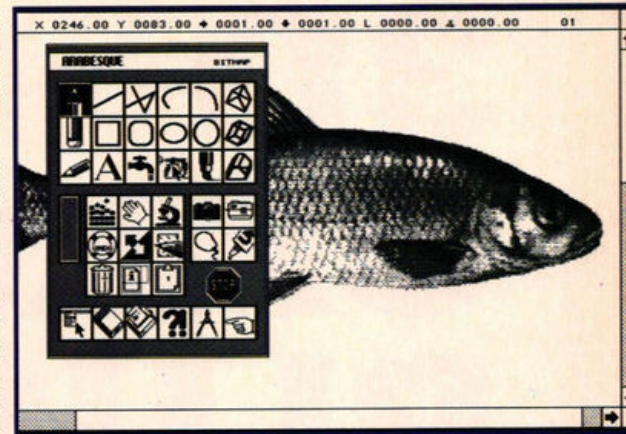
DA's Picture is best at modifying or improving pictures. It has a good complement of image processing and retouching tools as well as a few drawing tools. If you have some 24-bit scans you need to edit with then this is well worth considering.

ARABESQUE PROFESSIONAL

If you're planning to get into ST or TT high resolution graphics then this is the business. *Arabesque Professional* only runs high resolution and works with both bitmapped and vector images, making it an ideal program for DTP work. You can switch between the two at any point by just pressing the Spacebar.

Arabesque Professional offers a good range of drawing tools including lots of line drawing ones such as ellipses, arcs and bezier curves. The zoom function is excellent and all the drawing tools are available while zoomed. The block functions are pretty impressive too allowing you to stretch, shrink, twist and distort. File support is

■ *DA's Picture* in action. The right and left mouse buttons can be assigned different functions, something all packages would benefit from.



■ *Arabesque* feels like a classy program from the moment you load it. The range of functions is extensive and powerful. For high resolution work there is little to touch it.

also good, including IMG, PAC, PI3, GEM and CVG. Printer drivers includes ones for 9 and 24-pin dot matrix, bubble jets and the Atari laser.

Arabesque Professional does away with GEM and uses its own system centred on a series of pop-up toolboxes and menus with a comprehensive set of keyboard short-cuts. It's easy to use has a very polished interface. There are a few icons to learn first but when you learn to navigate your way around, you have a very powerful package at your disposal. It's expensive but it'll do almost anything you throw at it.

Arabesque Professional

£129
Compo Software
☎ 0480 891819

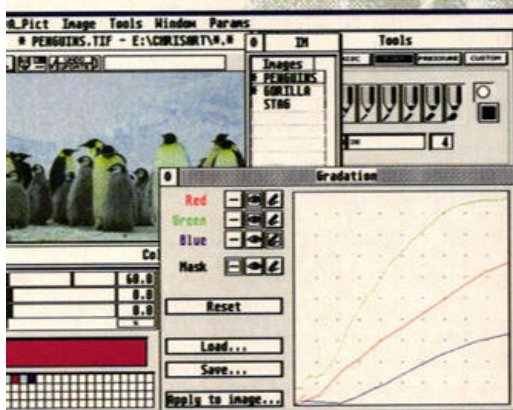
Highs

- Masses of functions.
- Handles bitmap and vector graphics.
- Good use of fonts.

Lows

- A little confusing at first.
- Rather expensive.

85%



■ The gradation tool, you can adjust the relative colour balances of red, green and blue using the mouse on a graph. Ideal to adjust colour balances before printing.

DA's Picture

£149
CGS ComputerBild
☎ 081 679 7307

Highs

- Everything in 24-bit colour.
- Uses virtual memory on any ST.
- Lots of specialist tools.

Lows

- Awkward colour selection.
- Only runs in modes 400 or more pixels high.
- Limited drawing functions.

91%

COMPLETELY FREE, ALMOST

Over the years *ST FORMAT* have given away a small (but high quality) heap of excellent art packages on its Cover Disks. Most are still available from our back order department (see page 90 for how to order back issues) not only do you get a complete art package you get a whole bunch of other programs and a magazine stuffed with articles and reviews, good value or what? Check these out.

CANVAS

ST FORMAT issue 34. *Canvas* is an ideal starting place for budding ST artists. It runs on all STs in low, medium or high res. There's the full range of drawing tools as well as some rather natty special functions. A very usable package.

SPECTRUM 512

ST FORMAT issue 36. *Spectrum's* claim to fame is the ability to display 512 colours on screen at once using some very clever trickery. It's also a pretty good art package in its own right.

PRISM PAINT 1.1

ST FORMAT issue 48. An art package which also runs in 256 colours. It supports animation, enabling you to create and edit them. It can even play them from hard drive.

HYPERPAINT 2

ST FORMAT issue 54. A basic but useful package that runs in the three ST resolutions with a basic set of drawing and block functions. Can handle IMG and even 16 colour IMG files.

3D CALC PLUS

Suffering from information overload? We check out a new ST program that does all those complicated statistical analysis things, then shows you the answer with complete clarity

Facts and figures set out in columns and tables can often seem just a jumble of numbers. But present the same info as a chart or diagram, and suddenly everything becomes crystal clear. Even more attractive are those fancy new 3D graphs, and they convey information clearly and concisely. So wouldn't it

be good if you could produce these with your ST? Well, now you can, using a program called 3D Calc Plus, from FaST Club, those specialists in low-cost serious ST software. Using 3D Calc Plus you can enter numerical or financial figures, perform mathematical operations or statistical analysis if required, then immediately display the results in the form of a sophisticated graph or chart which can be printed or saved to disk.

3D Calc Plus comes on a double-sided disk, and runs in medium or high resolution on any ST with a minimum 1MByte of RAM. You can install 3D Calc Plus onto a hard drive if you wish, but it works happily from

your ST's floppy drive. The software is GEM based and controllable via icons, drop-down menus, or function keys. Run the program and you see a Desktop with three little spreadsheet icons, you can handle three spreadsheets in memory at the same time and easily switch between them by selecting each icon. Before producing a graph you have to enter data (or load it from disk) into the spreadsheet. Double-clicking on the spreadsheet icon opens it, and enables data and text to be input or edited. Up to three GEM windows can be open for each spreadsheet, set their size and position on-screen, and scroll the sheet to display the bit you're interested in. This is useful with large sheets as you can input data at one end and watch results emerging quickly in a second or a third window displaying other parts of it. On-screen help is available for all the program's features, click on the "?" in the top-right of the screen and a list of topics appears. Click on the particular function you want and guidance appears for you to read.

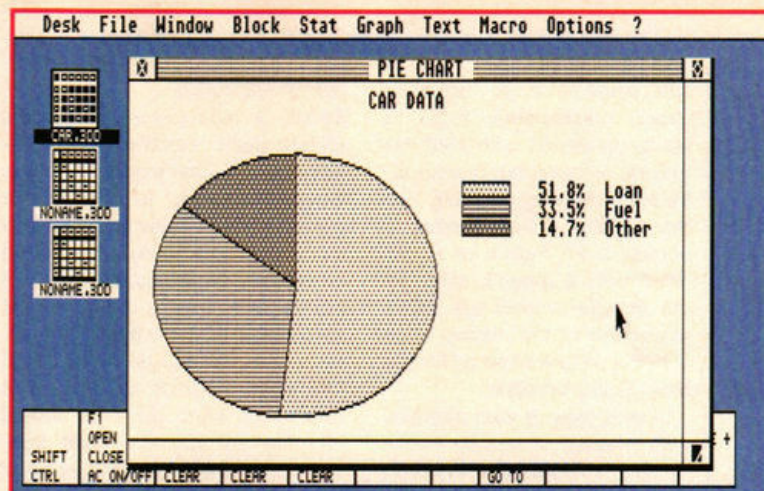
Verdict

3D Calc Plus is an extremely powerful calculation tool with an easy to use graph generator. It offers more features than the average user needs but is equally at home carrying out simple operations too. If you need a quick, well documented, cost-effective way to turn data into good-looking graphs and charts this program could be just what you want.

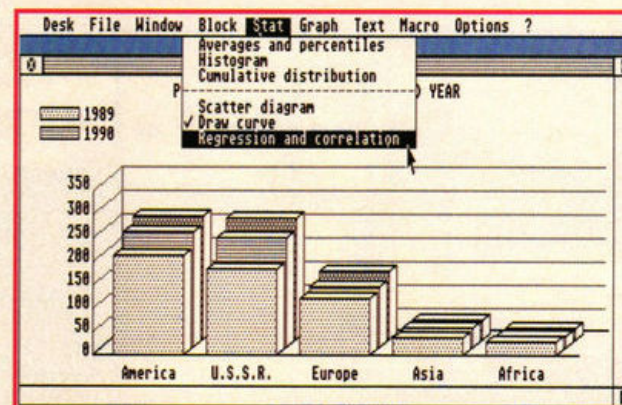
PETER CRUSH



3D Calc Plus is fully GEM driven and a combination of icons, menus and function keys make it very easy to control.



3D Calc enables you to highlight information by using colour and displaying it in graph or chart form., which can be modified when used within a graphics package.



Brainy types can do all kinds of clever statistics with 3D Calc Plus if they want to, details of the programming is all in the manual.

HOW 3D CALC PLUS WORKS

Before you can get graphical results out, you have to put data in. Your figures are entered into the spreadsheet, just type them into the matrix of "cells" or little boxes provided. There's plenty of room, up to 256 columns across by 2048 rows deep, giving you 524,288 cells per sheet. You can define formulae and connections between the figures inserted, for instance, if you have say 12 monthly rainfall results, you can set up another cell to add them up and show a yearly total. Each spreadsheet is actually 3D, so not only does it

have it width and length, it has 13 pages of "depth." Think of this as the sheet you can see, with another 12 identically sized ones underneath it, available if required. All the cells of these layers can be accessed and linked by formula to any other cells in any layer you want, giving a grand total of 6,815,744 cells available.

With your data entered you can now decide what method is used to display it. You can have various forms of bar graphs, line graphs, or pie chart, and most of these can be given a 3D look. There are other options

too, such as the shading you want your chart to have and whether you have a grid. Once these have been set, the graph is drawn almost instantly in a GEM window. You can save your spreadsheet and graph data to disk and recall it later for adjustment. 3D Calc Plus also enables you to export your graph into an art program for further enhancement, save it as a Degas or IMG file then load it into your favourite drawing software. You can add text, colour, graphics or other embellishments to your chart and resize it to suit.

3D Calc Plus

£24.95, FaST Club
☎ 0602 455250

Highs

- Fast in operation.
- Very easy to use.

Lows

- Lack of colour.
- Limited printing facilities.

What else?

- K-Spread 4, £99.95, HiSoft, ☎ 0525 718181.
- AtariWorks £129.95, also from HiSoft.

87%

MUSIC MON 2

Give your ST the chance to sing like the legendary sirens with the latest version of *Music Mon*

Your ST computer has done much to distinguish itself as one of the most capable home computers of recent times. Amid all your ST's talents there is, however, one slight shortcoming. The sound chip. No-one really likes the weak and wibbly sounds which emanate from the speaker while playing games, we put up with them, but we don't like them. Be honest.

We can't change the sound chip so *Music Mon 2* is possibly the best attempt yet at making it sound good. The program has been substantially improved from the previous

version and is now distributed in the UK by CGS ComputerBild. The program runs in high resolution but is much nicer to use in its new, colour incarnation. The carefully crafted 3D interface exudes quality and reliability.



There is no standard GEM interface for *Music Mon 2* but this main screen is neatly laid out and easy to follow. With the help of the revised manual you'll be composing in no time. No need to send off to Germany to get this package anymore, CGS ComputerBild have taken on the UK distribution.

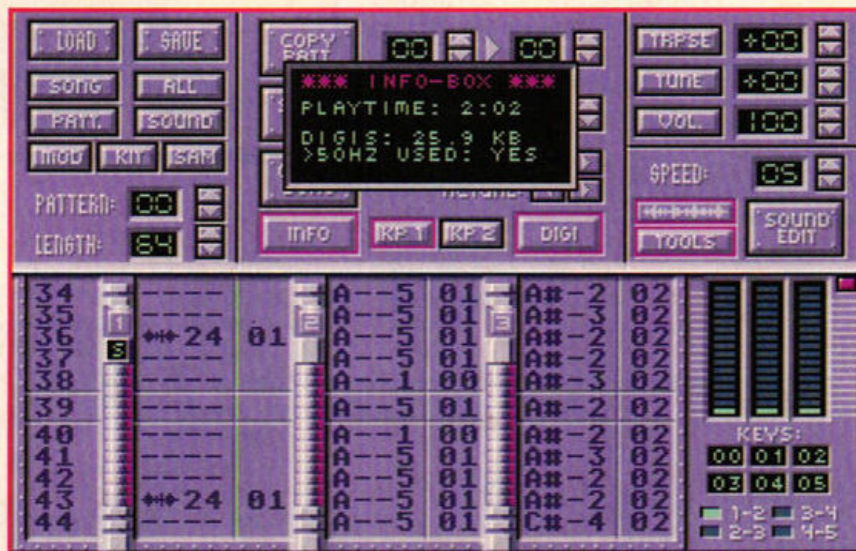
ity. The manual has been translated from German and the illustrations are now taken from an English version of the program. The result is a lot clearer

your programs couldn't be easier. Bear in mind though that the MOD files *Music Mon 2* saves out for inclusion are completely different from conventional *Sound Tracker* MOD files.

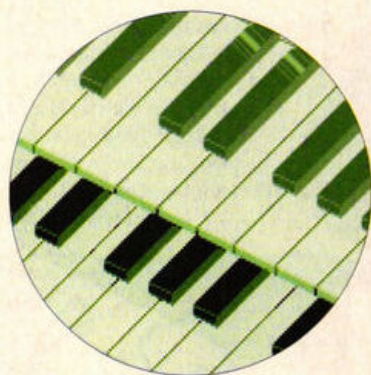
The rather fearsome sound editing page isn't half so bad as it seems and the arpeggio feature is particularly useful. It enables you to assign three notes to a single sound which are played in succession whenever a note is sounded. This is a great way to fill out the sound of your music, bearing in mind that there are only three sound channels available.

Music Mon 2 is a great improvement from the previous version. The addition of Digi Sound handling is very welcome and the program is now one of the best available. If you are serious about your chip music then *Music Mon 2* is well worth a look.

ANDY CURTIS



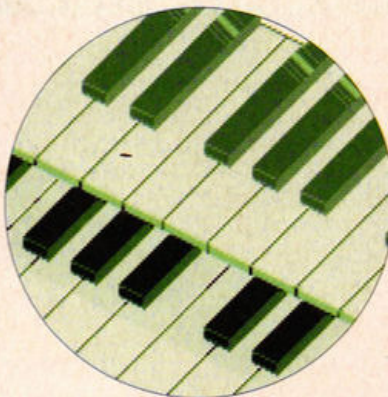
This handy box gives you information on the running time of the piece and how much memory is used by Digi Sounds. Bear in mind that your samples can be as big as 20K, so with five sounds loaded you can kiss 100K goodbye.



When has online help been more fun? Not only do you get a full read-out of all the rather cryptic keyboard shortcuts, you also get a wonderful 3D starfield scrolling towards you. Beware of the misprint in the manual regarding the Quit function, uncorrected since the last time we pointed it out. To quit the program use **Shift** **Ctrl** **Q** and not **Shift** **Shift** **Ctrl** **C** as the manual claims.

and much easier to understand. After a few minutes reading you should be able to start to compose your first masterpiece.

Music Mon 2 is very well supported with source code for GFA Basic, Omikron Basic and assembler. Incorporating *Music Mon 2* tunes into



Music Mon 2

£29.95 CGS ComputerBild
081 679 7307

Highs

- Loads of sounds supplied.
- Excellent provision for programmers Digi Sound support.

Lows

- Shortcomings in manual.
- Complex sound editing.
- Cryptic keyboard shortcuts.

What else?

- Tri-Sound, from most good PD libraries. Fewer features, but a lot cheaper.

79%



SILHOUETTE

The latest version of *Silhouette* is now available, enabling you to smoothly convert from bitmap to vector graphics

V1.4

Wouldn't it be convenient if you could take a bitmap or raster image and convert it automatically into an outline format image? Well that's exactly what you can do – provided you have

take up much less room, both on disk and in the ST's memory, and they can be processed and adapted very easily, even between different types of computer. You can get drawing programs for the ST that produce vector images, but using them can be complicated and very time consuming.

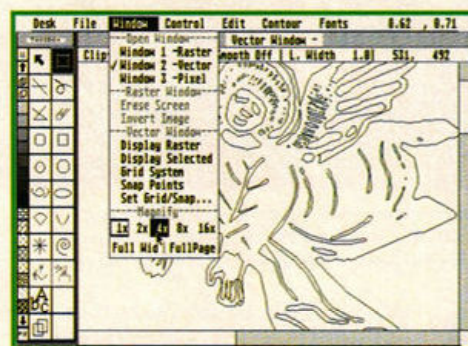
Silhouette v1.4 comes on a double-sided disk, with a A4 spiral bound manual, which unfortunately has no index and assumes some knowledge of the subject. But *Silhouette* itself is excellent,



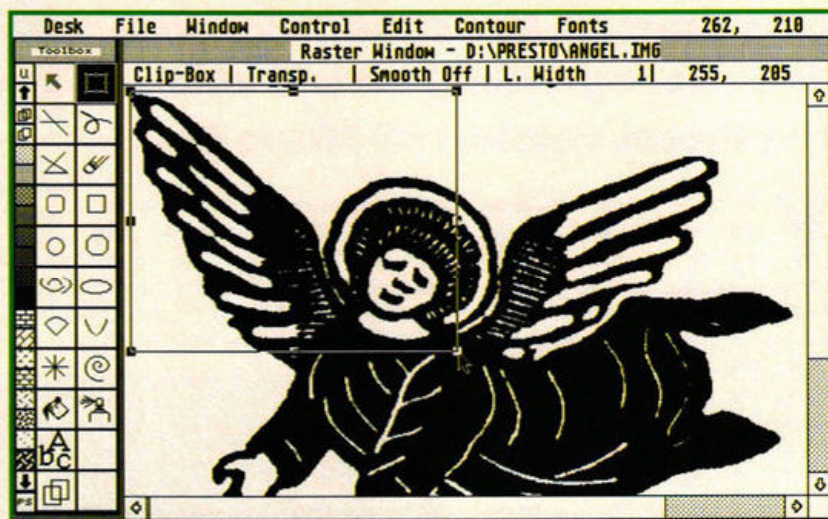
Next stage in the process is making a grey representation of the bit image, then the auto-tracing around it, shown here slightly offset for clarity. *Silhouette* carried this out very quickly, accurately and without any help.

a 1MByte mono ST system – with the latest version of a program from the USA called *Silhouette*. We reviewed an earlier release in *STF* 40, but this new version is even better, and it's a lot cheaper to buy!

Bitmapped images or text look OK until you enlarge them, then you see those jagged edges. That's why Vector or Outline fonts and images are the favoured approach with high quality artwork, it doesn't matter at what size you display them because they always look smooth. Another advantage is that Vector images



Here's just the traced outline by itself, you can turn off the bit image if you wish. To see the outline at optimum resolution you can increase the magnification, and you can change it from this dialog to up to 16 times.



With your image adjusted, select the Clip-Box tool to define the area of the picture you wish to trace. As you drag the handles of the box with the mouse pointer, the Clip-Box expands and the picture scrolls if necessary.

although its many complex features will take time to master. As well as utilising its tracing capabilities, you can use it as a drawing program to produce or modify both Bitmap and Vector images, which it can Load and Save in a good number of file formats. GDOS from Atari is included with *Silhouette*, and this is needed to run the program, which works OK with the new SpeedoGDOS too. Ladbroke will be supporting *Silhouette*, and updates are likely

from them as the author incorporates new features. *Silhouette* has great potential, and while it maybe not for the casual user – 2MByte of RAM is recommended – it makes a wonderful tool for serious STers.

PETER CRUSH



If you want to edit your resultant vector graphic you can adjust all the paths of the trace, which are defined as Bezier curves by the many control points shown.

THOSE NEW FEATURES

Silhouette's printing capability has been expanded. The print options include printing from the bit-image window or vector window, choosing a clip-area or the whole page, maintaining image aspect or clip-area aspect, and fitting the image precisely or loosely to the clip-area.

Communication with the Desk Accessory *ScanLite* has been installed. Now *Silhouette* users can scan directly into the *Silhouette*'s raster window. Select the Scan option from the File menu and a dialog box appears. With the present version, you can set the scanning resolution from *Silhouette*, and this is passed to *ScanLite*.

Silhouette has now been thoroughly tested on the TT as well as the ST and has been debugged in TT high res. A TT version of *Silhouette* that takes advantage of 68030 machine code and the maths co-processor is now avail-

able. If you have a TT or 68030 accelerator, this is claimed to be a must because the speed increase is incredible.

The use of Bezier curves in the auto-tracing functions has been improved. Polyline Edit edits not just polylines but b-splines and beziers. Beziers, when edited, will have the tangential lines of the control points displayed. Graphics output is in the formats: SGF (*Silhouette*), GEM, GEM3, Illustrator EPS, DXF and IMG bit-image.

Graphics input is in the formats: SGF, GEM, GEM3 and MACPAINT, IMG, DEGAS, Tiny bit-image formats, and full FSM support including conversion of FSM fonts to Bezier curves is included. GDOS Print function directly from *Silhouette*. Conversion of Ellipses to Bezier curves and Adobe Illustrator EPS format (interpretable by *PageStream* v2.x) is now implemented.

Silhouette v4

£39.99 Ladbroke Computing ☎ 0772 203166

Highs

- Friendly to use.
- Very reasonably priced.

Lows

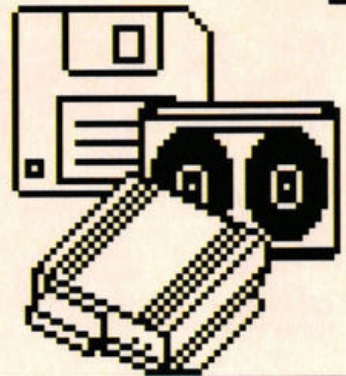
- Manual could be better.

What else?

- Nothing else in this price range.

85

DIAMOND BACK 3

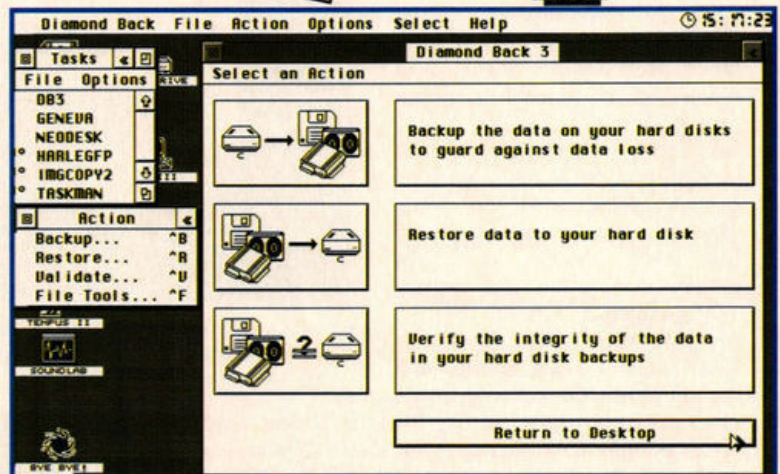


Backing up your hard drive need not be boring if you use the latest version of Diamond Back from HiSoft

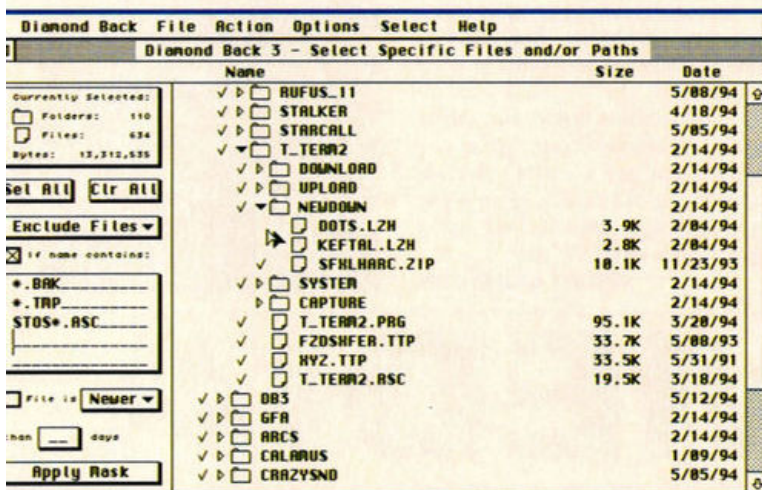
Hard Drives can be wonderful things. Massive storage coupled with fast access times can revolutionise the way you work with your ST. They can be a curse as well as a blessing though, if a fault occurs and you lose the contents. If you've ever lost data from a floppy, think how much worse it feels with even a small 20MBytes drive. With

need it after your first few tries. We can't stress how much nicer to use this makes DB3. If you've seen the older version, just look at the screenshots for comparison!

Backups can be made to standard 720K floppies, and high density drives are supported too. If you're lucky enough to own a second HD, a removable SyQuest drive, a Floptical



■ DB3 working happily under Gribnif's Geneva multi-tasking system. We tested DB3 with MultiTOS and MagIX too, and it behaved impeccably.



■ The biggest improvement is the File Selection screen. Now you can navigate your hard drive with the mouse, telling DB3 exactly which files you want it to store. We've applied a mask, so files with the extension .BAK or .TMP are ignored.

large drives becoming more affordable, the need for a sensible backing up routine is obvious.

Diamond Back 3 from HiSoft is the latest version of their best-selling backup utility. More than a small update from DB2, it's gone through a major re-design – everything from the way it looks to its core routines have been souped up. DB3 goes a long way towards making a repetitive job a joy to do.

DB3's interface has gone through a major overhaul – gone are the cryptic option boxes of previous versions, with everything now 100% GEM controlled using a clear and attractive design. While the manual has a good "quickstart" guide, the program is so friendly you won't

Drive or a SCSI tape streamer, DB3 recognises all of these as valid backup devices. Backups to SyQuest mechanisms can be split across as many cartridges as you need, and the whole process is way faster than copying files from the Desktop.

Multiple choice

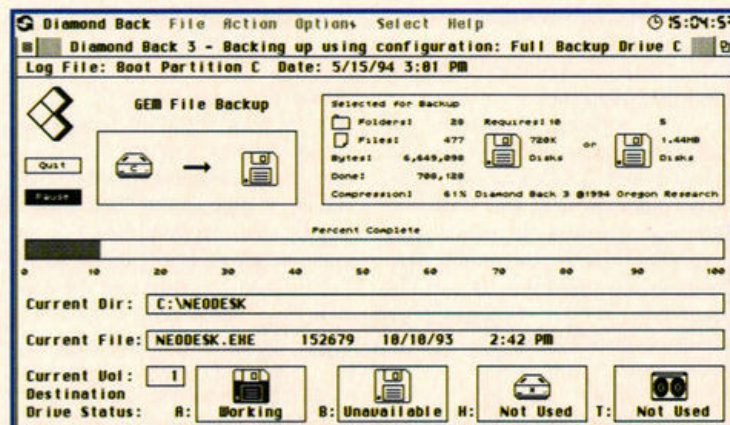
DB3 lets you configure your backups as much as you like, with separate logfiles kept for each backup you do. You can choose to split files across disks, or use an intelligent system to fit files onto a disk to save space. Files can be compressed, and a vast improvement in v3 lets you tell DB3 not to squeeze files with certain extensions. All common archived formats like ZIP and LZH are supported, and compression is so fast you won't notice it happening.

As well as standard file backups, DB3 supports GEM Image backups and a raw data format for foreign formats such as Spectre GCR. Image backups use an intelligent system which only stores sectors containing data.

Restoring backups is brilliantly simple. Any or all backed up files can be selected, and choosing a single file to restore is as easy as clicking on the name in the Restore screen.

Diamond Back 3 is lightning fast, very stable and an absolute joy to use. No other backup tool comes even close to the speed and power provided here. The support for non-floppy devices alone makes it a winner. If you're using another backup program, take a good look at this. If you're not backing up, do it now before the unthinkable happens.

FRANK CHARLTON



■ A full backup of Partition C to floppies is underway. The disk icon at the bottom fills up like a fuel gauge to indicate how much space is left on each disk. We're also using compression, and the status box tells us that the backups are 61% of their original size.

Diamond Back 3.01

£49.95 HiSoft
☎ 0525-718181
Upgrades from Version 2
£24.95

ST, TT and Falcon, 512K.
1MByte recommended for
multiple partition backups.

Highs

- A doddle to use.
- Full multi-tasking compatibility.

Lows

- None!
- What else?
- Diamond Back 2.51, HiSoft £29.95.

95%

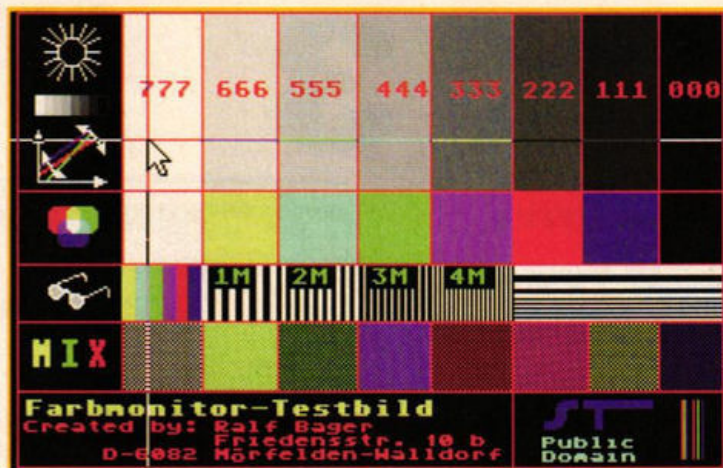
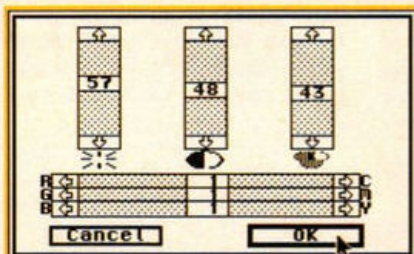
HPCHROME



2.5

If you own one of Hewlett Packard's powerful Deskjet printers, especially one of the colour models, *HPChrome* is the utility you need to produce dazzling technicolour printouts of almost any picture you can find. *HPChrome* supports all Deskjet models; mono and colour, although to print in colour with the mono models you need separate cyan, yellow and magenta ink cartridges.

The new version supports a wider range of image formats, with the usual *NEOChrome* and *Degas* types as well as higher-end GIF, TIF, IMG, Spectrum 512, RAW and TNY images. Loading a picture with more colours than your current resolution creates a rough dithered version so you can view or crop it.



You can crop an image with the mouse to choose the part you want to print. A lot of GIF pictures have large, wasteful borders, so you can remove them to save precious paper and ink.

HPChrome cleverly hooks into the GEM View utility for better quality viewing and links with Bill Aycock's *What's Accessory* to properly identify unknown files - both of these are available from PD libraries. Printouts can be produced in draft, normal or

A new feature is this TV-like control panel where colour, contrast and brightness can be adjusted, as well as the green, red and blue colour saturation. You can use these to correct deficiencies in the image or just to create weird effects.



best quality at any size, anywhere on the page, and in either portrait or landscape. Quality is stunning, taking full advantage of the Deskjet's features. With TOS2 or a replacement Desktop, *HPChrome* also accepts picture files dropped onto its icon for printing.

HPChrome is Shareware, and at a fiver is amazing value. When you register you get a printed manual, updates and technical support. If you have a Deskjet, this is the one thing you shouldn't miss this year.

FRANK CHARLTON

HPChrome's features spring from this main dialog box. Configuration is simple to do and you can save your colour settings and options for repeated use. Selecting Autoprint means pictures are printed right away - useful for dragging pics onto the Desktop icon for instant output.

HPChrome 2.5

£5.00 Rufus Developments, 21 Rowlands Hill, Wimborne, Dorset BH21 2QQ. Unregistered version available from PD libraries. ST/TT/Falcon. Needs 512K.

Highs

- GEMView support for viewing.
- Can be automated for batch printing of pics.

Lows

- No multi-tasking ability

88

MULTIMEDIA SPEAKERS

If you really want to get down and boogie with your ST or Falcon then you need to get a set of desktop speakers. Powered speakers are becoming all the rage now in multimedia setups on desktops across the world. You don't just listen to the tinny sound of the speakers built into your monitor, your ears are now assaulted with a constant wave of amplified sound - and there's no need to miss out on the audio assault just because you have an ST.

Sounds fine

Powered speakers make your system sound so much better than the normal output from your ST, especially if you're using mono or stereo samplers, tracker programs, *Quartet* or games with funky soundtracks. These speak-

ers certainly beef up the sound of any audio related software you may own, until you try it for yourself you won't realise what a significant improvement they can make.

The speakers themselves are compact and easy on the eye and the sound output is excellent, with little or no distortion until you reach the very highest volume settings. If you have a Falcon then you can just plug the connecting lead directly into the headphone socket. If you have an STE then you'll have to get a 3.5mm stereo jack socket to stereo phono plug adaptor to link up

If you're going to play it, then play it loud! We do.

to the phono sockets on the back of the machine. If you have an STFM they're not going to be much use unless you have a Replay cartridge of some kind attached to your machine, this is because the STFM doesn't have any native sound outputs.

Sounds even better

A good point is that the speakers are shielded so the magnetic field generated doesn't interfere with the screen display or wipe unwary hard drives, a slightly less pleasing aspect is the external power supply unit - built-in PSUs should be considered the norm these days.



That said, we thoroughly enjoyed the enhanced capabilities of our MegaSTE with *Crazy Sounds* running, although the staff in *PC Answers* were less happy with our amplified samples

echoing around the office. Get these speakers even if you don't have a serious use for them - they're fun!

CLIVE PARKER

Multimedia speakers

£29.95 Gasteiner Technologies
☎ 081 345 6000

Highs

- Affordable.
- Good quality sound output.

Lows

- External power supply.
- Needs phono adaptors for STE.
- Difficult to connect to STFM.

What else?

- Zi-Fi speakers, £36.99
- First Computer Centre
☎ 0532 319444

72



WARPZONE PDL



MORE THAN JUST A PD. LIBRARY
Endorsed by the ATARI HELPLINE U.K.

STARK RAVING BONKERS?

No? You could be, by playing SRB, the 1st, mind bending, commercial release from the nutty folks at DCS (Dunces Cap Software). 2 full disks, 10 crazy games, digi-music/speech. Satisfaction (or insanity) guaranteed.

☆☆☆☆ only £8.99 ☆☆☆☆

STE ONLY

GAMES

STE-18 Lobotomy Invaders
STE-25 Grandad & the Holy Vest
STE-47 Operation Garfield
STE-50 Grandad 2: Search for the sandwiches 2 Disk Set £3.00

MUSIC

STE-23 U.L.M.: 8 more original tracks
STE-42 Hi-Fi Dreams II: 10 tracks
STE-45 Heavy Killers: 10 NEW tracks
STE-46 CD Player: plays .MOD files
STE-49 Dynamite: Superb stereo tracks

DEMO's

STE-21 Grotesque: Brilliant [1 MEG]
STE-24 Brain Damage: 2 disk set £3.00
STE-28 The Brutal Techno Demo
STE-31 Relapse: 3 disk set £4.50
STE-32 The Edge of Panic
STE-44 The Corporation Megademo
STE-52 Birds of Prey: Superb Anim'

MIXED BAG

MXB-08 Prog Packer, Ramdisk, Clock, Virus Killer + 6 others
MXB-18 Professional Astrology
MXB-19 Vienna Street Plan
MXB-23 Countdown, File Selector, Zap
MOD player + 4 others
MXB-26 Death of a President: A photographic/audio database of a 'Day in Dallas' 3 disks £4.50
MXB-27 Planetarium: for Stargazers
MXB-30 Print Master Accessories
MXB-32 Mono Emulator, Astronomy, Geography + 7 others
MXB-33 Banner Maker
MXB-34 C Tutor: A self teaching aid for the 'C' Language
Award Maker: Make your own Award Certificates!!

DEGASART

2 Disks, 70+pics, & 40+ on screen tutorials - from 'basics' to 'Did I do that' within this acclaimed Art Tutor
only £9.99

TRACKERS & MODS

TRAX-47 Protracker for ST & STE
TRAX-37 Timetrax/Shadow/Stun Run
Time Soldier + 2 & player
TRAX-45 ST/E Trackers with 10 Rave style
trax inc. Bells/Nrain
TRAX-51 Axel f/Dance-it/Megamix
Number 1/x2 Remix
TRAX-52 Commando/Pushit/Freshouse
Scoopex/STK/Mblast + 3
TRAX-64 Tracker & player utilities

FONTS

FNT-1 30 Calamus fonts
FNT-5 26 Calamus fonts
FNT-7 Over 100 GDO's fonts
FNT-12 10 Pagestream fonts
FNT-26 Pagestream Font Editor
FNT-28 25 Signum font-faces

This is a small selection of available fonts, please call or send for catalogue for more detailed information.

GAMES

GAM-59 Games Galore II: Dungeonz, Grav, Maze, Life & 2 others
GAM-79 Violence: great shoot-em-up
GAM-85 Mutant Camel + Llamatron
1 MEG VERSIONS
GAM-97 Diablo, Missile Command, Slalom, Pacman & 6 others
GAM-114 World Boxing Champion
GAM-115 League Soccer Simulation
GAM-127 Black Dawn: Mind Blowing Graphic Adventure/Puzzle
GAM-153 Daylight Robbery: Arcade-quality platform game with some unique differences
GAM-156 Mr Tiler & Tiler's Apprentice
GAM-159 Psycho Pig II: Super game 2 Disk Set £3.00

GAM-166 Nirvana: Egyptian Platform
GAM-168 Three Realms of Suspicion
GAM-170 Soccer Management Sim.
GAM-173 Bio Hazard
GAM-180 Magic Tomb
GAM-181 Combat: Blatant but good
Operation Wolf clone
GAM-208 3D Soccer

Dunces Cap Software

GAM-216 Super Match
GAM-218 Fistful of Programs
GAM-219 Grey/Matter & Splat
GAM-220 Quest for Knowledge
GAM-211 Galactic Fruitbowl
GAM-222 Rebound
GAM-223 The Wiz
GAM-224 Frame of Mind
GAM-133 Outrageous Fortune
the FULL RANGE of TITLES from

POWERFIST & SILLY SOFTWARE

are also available

The Speculator Kit

Contains all you need to run Spectrum programs on your ST - Progs: Emulator + ENGLISH text, Tape to ST lead, Transfer Prog, Microdrive Emulator, Games, all for only £9.99

ART & GRAPHICS

GRA-01 Picswitch: pix View/Convert
GRA-03 Big Print: produce a 16"x11" or 32"x22" poster from NEO/Degas pics (Dot Matrix)
GRA-14 Ani-ST: animation package
GRA-15 Paintpot: professional art prog.
GRA-22 Master Doodle: Excellent first time art package.
GRA-17 PAD: superb Hi-res art prog.
ENGLISH version 1Meg
GRA-29 Art Utilities: 18 utils, packers, converters, viewers & editors
JIL 2D: quality drafting prog.
GRA-30 Neo Tutor: as a Neochrome user you will greatly benefit from this tutorial.
GRA-37 Art Utilities 2: another batch of those useful little files.
GRA-26 Crackart: Still the best PD art package around.

SAVE £4.50
PD STARTER PACK
choose ANY 10 disks for only £12.99
* inc p&p excludes all offers*

CLIP ART

CLP-02 Scrolls 1: decorative banners
CLP-07 Viz: favourite Viz characters
CLP-08 Geriatrics Sex Guide: just for fun extracts from the book in clip-art format.
CLP-34/5/6 Weddings: 3 disk set £4.50
CLP-37 Holidays: 36 screens in theme.
CLP-38 Kitchen Things: utensils, herbs+
CLP-30/32 Religious: 2 disk set £3.00
CLP-54 Big Mac: superb MAC clip art

FREE DISKS

Choose any ONE disk FREE for every FIVE Full Price library disks bought
excludes all packs & Special Offers

MUSIC

MUS-04 V8 Music System: 99 chiptunes
MUS-10 Megamix: Like a prayer
MUS-21 Hi Fi Dreams: 8 great trax
MUS-23 P & P 2: 6 more trax *STE*
MUS-28 Hardcore Dancefloor: FIVE DANCE tracks *NOT STE*
MUS-29 Energy 4 U: 5 DANCE trax
MUS-31 Megarave 3: long rave track.
MUS-72 Playing with Knives: Brill extra long DANCE track.
MUS-77 Synth Dreams: 16 tracks

JUST IN!!

War of the Worlds: excellent game created with 3D Cons. Kit II (1 Meg)
Multi-Cad: Successor to famed Minidraft
Hyperlink: Multimedia application
Creative Titles: 'Mood' Video Titles
Klingon War: Game for ALL Trekkies

MIDI

MID-01 PSS Special: for all PSS k/b's
MID-09 32 track Seq + 4 other progs.
MID-10 Librarian: CZ & DX patch & Library programs.
MID-12 Accompanist: latest version
MID-15 Composer Seq., Midisend + 2.
MID-17 Recording Studio Utilities
MID-20 Sys Ex Kit: 1300k+ of progs to work with System Exclusive (Rol/Yam) and k-bds.
2 Disk Set - £3.00
MID-22 Midimix: 7 MIDI utilities
MID-24 MIDI files 1: over 70 music files some for midi instruments.
MID-25 25 older hits in MIDI files
MID-28 Dr T's Omega II Demo

Extra Value Packs

GAMES PACK	4.5 MEG	£7.99
EDUCATION	4.5 MEG	£7.99
BUSINESS	4.5 MEG	£7.99
ADVENTURE	4.5 MEG	£7.99
MIDI PACK	4.5 MEG	£7.99
ART PACK	4.5 MEG	£7.99
CLIP ART	4.5 MEG	£7.99
UTILITIES	4.5 MEG	£7.99
Take any TWO packs (above) for only £13.99		
STE PACK	any 6 disks	£7.99
N'TRACKER	any 6 disks	£7.99
DEMO PACK	any 6 disks	£7.99
MEGA-PACK	14 MEG	£22.99

EDUCATION

EDU-04 Bodyshop, Kidstory, Kidpublish
EDU-07 The History File: Historical adventure using digitised pics 3 disks compressed to 1.
EDU-21 Master Time: an excellent way to learn digital & 'hand' time.
EDU-24 Playtime: 6 in one play & learn for the very young *NOT STE*
EDU-27 Magic Spell: ages 6-11, uses speech & animation.
EDU-29 Espanol; Spanish Verb Tutor
EDU-30 Chunnel: English/French-French/English translator/game. NOT STE
EDU-31 UTT: the Ultimate Typing Tutor.
EDU-34 Chemistry Set: for older students.
EDU-35 Geography, Chemistry, Braille.
EDU-45 Animal Magic: kids of all ages.
EDU-46 Basic Chemistry: GCSE A,B,C.
EDU-36 Math-Mix: advanced math ie, Algebra, Geometry & Trig.
EDU-48 Big Top Type: All the fun of the Circus whilst learning

ATARI HELPLINE

Tel: 031 332 9323

BUSINESS

BUS-02 ST Writer Elite: Word Pro
BUS-06 OPUS: Excellent Spreadsheet
BUS-08 Corner Shop video
BUS-10 Astubank: One of the better Home Finance progs.
BUS-11 DJ Drivers: need a driver for your Inkjet? Over 30 drivers and utilities. 2 disk set £3.00
BUS-12 Fastbase: best PD Database.
BUS-16 VCR Doctor: VCR diagnostic
BUS-17 Printing Press (1 Meg)
BUS-18 Printing Press Support
BUS-33 Fontykit: superb Font Editor
BUS-34 Sales Control: professional stock and invoicing system
BUS-37 Letters: 80 form letters and a Word Pro + 8000 word Dict.
BUS-38 C.O.M.P.: Compact Office Management System
BUS-39 Financier & Accountability

DEMOS

DEM-232 Delirious 4: 2 Disk Set £3.00
DEM-233 Snork: 2 Disk Set £3.00
DEM-235 Transbeauce 2: 2 Disk Set £3.00
DEM-241 Town & Country: 2 Disk Set £3.00
DEM-216 The Simpsons: (cartoon)
DEM-187 The World of Star Trek
DEM-177 The History of Britain (pix)
DEM-172 Klingon Calamity (1 Meg)

D'Stressed

A new line of Licenceware consisting of Professional samples + assembled 'Tracks' and 'Songs' only £2.99 per disk

24 HOUR HOTLINE

0272 412021
Place your orders/enquiries at anytime, Day or Night!
(6pm - 9am answer machine)

PRICES

£1.75 per disk

UNLESS OTHERWISE STATED

FREE CATALOGUE & SOFTWARE

For all NEW customers on request
Without order, please send £1.00 or blank disk + SAE

POSTAGE

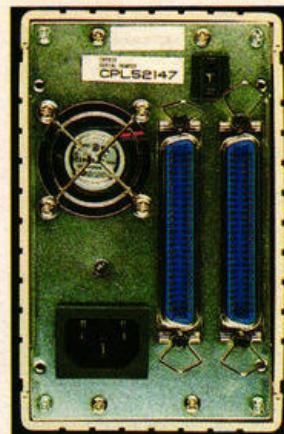
United Kingdom
50p per order over £5.00
Inside E.E.C. 15p per disk
Sundries 50p per item
Outside E.E.C. 50p per disk
Sundries £1.00 per item

HOW TO PAY

By Cheque or Postal Order to the address - bottom left - or Credit Card by Phone



GASTEINER SCSI DRIVE



■ The back of the drive is a minor miracle of engineering, twin SCSI ports, a fan, power supply socket and a SCSI ID switch all crammed into a tiny area.



Now you can get a fast hard drive with huge storage capacity in a small box that sits neatly next to your ST or Falcon. Hard drives continue to increase in storage capacity while becoming smaller in physical size at the same time. It's incredible how tiny and how affordable these things are becoming.

Smarten up

All new hard drives seem to come in the new compact – smart looking cases that stand on their side – and the new Gasteiner range is no exception to this '90s rule. The days of large slab-like steel boxes, big enough to use as a monitor stand, are long gone. The drive we tested is a 170MByte unit although Gasteiner supply drives to order – all you have to do is call and ask for a quote for the size of drive you want.

The drive is supplied ready formatted with the ICD driver installed so you can use it straightaway on a



■ Small, powerful and stylish, the new range of Gasteiner hard drives certainly look the part and are extremely affordable.

Falcon or a TT, if you have an ST then you'll need the Top Link SCSI host adaptor as well. In all cases you simply set the drive ID as required, plug in the drive to your ST or Falcon and power up your machine.

The drive is well constructed – everything neatly packed into the compact case. The rear of the drive has dual SCSI ports (so you can easily daisy-chain drives) a power socket and SCSI ID switch, while the front of the drive boasts a power switch and

combined power and drive activity LED. A clean and elegant design.

The drive comes supplied with GE Soft formatting software if you want to reconfigure the drive yourself or you can fork out an extra £30 for the ICD Professional Hard Drive Utilities – and they're well worth the price. The drive inside the case is a Quantum unit with an average access time of 19ms with caching disabled, there are faster units but unless you are using the drive for something like D2D recording any access time up to 28ms should be fast enough for anyone. The test may also have been affected by the Atari host adaptor in our MegaSTE which has always tended to slow drive access.

If you want a well constructed and practical drive then you won't go far wrong with the new Gasteiner range – they're fast, efficient and quiet and you won't need a bank loan to afford a decent sized unit. It's good to see big drives at a small price.

CLIVE PARKER

Gasteiner SCSI drive

£259 for TT or Falcon, £299 including the Top Link Host Adaptor for all STs.
☎ 081 345 600.

Highs

- Easy to set up.
- Inexpensive for large capacity.
- Ready to run.
- Leads included.

Lows

- GE Soft formatting software could be better.
- CD Pro utilities not included.

What else?

- System Solutions MiniS drives, call ☎ 0753 832212 for current prices.

91%

TOP LINK HOST ADAPTOR



■ It's hard to believe there's a complete SCSI host adaptor concealed in the large plug on the right.

It's all very well buying a SCSI hard drive but you've got to connect the thing to your ST. The easy answer is the Top Link Host adaptor



■ The Top Link Host Adaptor just plugs into the SCSI port of your hard drive. What could be simpler?

from Gasteiner, if you buy any of their drives they throw in the interface for a mere £40 – and you don't even have to install the thing. You just plug one end of the adaptor lead into the DMA port of your ST and the other end into one of the SCSI sockets of the hard drive – or other SCSI devices such as magneto-optical, floptical or CD-ROM drives.

Clever stuff

All of the clever electronic stuff is concealed in the large SCSI plug at the hard drive end

of the lead, there's no need for any kind of power supply because the Top Link gets its power from the SCSI device it's connected to – a solution previously used by the Link. The Top Link is invisible in use, there's nothing to configure, nothing to set up and very little to worry about – it's just about the perfect plug-in solution to using a hard drive with your ST.

The only minor flaws with the Top Link are that the cable itself is quite short and the GE Soft formatting and booting software isn't all that good – if you want to format your drive then you really need to get the ICD Pro Utilities for an extra £30. Apart from that, it's almost – but not quite – perfect.

CLIVE PARKER

Top Link Host Adaptor

£59 Gasteiner including GE Soft software
☎ 081 345 6000

Highs

- Small, neat and petite.
- Just plug it in.
- Works with all STs.

Lows

- The software isn't that good.

What else?

- The Link 2 including ICD Pro £85 First Computer Centre ☎ 0532 319444.

74%

KOBOLD



Is Kobold the best file management tool ever written for your ST?

Prepare to be amazed. The first time you use *Kobold* your concept of file management will be changed forever. Desktop copy functions will be banished as bad memories, together with the inordinate amount of time they took. *Kobold* is, quite simply, the fastest and most reliable file copier there is for your ST. Priced at £59.95 it is definitely not cheap, but what it has to offer is definitely exceptional.

The large manual explains every function of the program in detail, but if you are an old hand at working with your ST then you'll find many of the functions completely self-explanatory. It may, however, be a good idea to practice using *Kobold* on some old or unimportant files that don't really matter to start with.

Versatility

Kobold runs as a program or as an accessory by simply renaming its extension to .PRG or .ACC. While it does not run in ST low resolution, it runs in almost every other Atari resolution on the ST, TT and Falcon. When in accessory mode, *Kobold* protects its own memory base from those greedy programs which like to grab all the memory that's available.

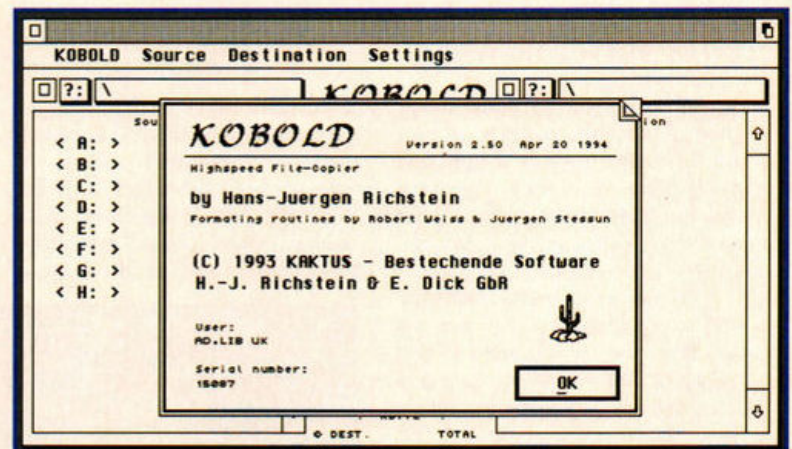
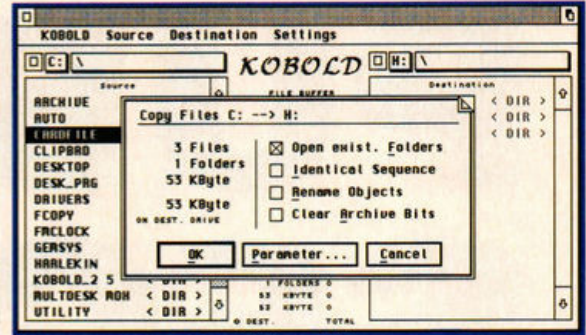
Once loaded, *Kobold* presents two columns, one for the source path and one for the destination path. Simply select as many files as you want, even from a selection of different folders, and click on copy or move to put them in the destination path. We advise you to keep a close watch on your jaw at this point as it

will develop a tendency to drop when you see how fast the files copy.

Another great feature of *Kobold* is its ability to record and run "Jobs." A Job is simply a set of instructions in *Kobold*'s own script language. A Job can be created by entering the commands in an ASCII text file or by recording your actions within *Kobold* itself. You may, for example, wish to write a Job that copies your data files to a floppy disk

Before you engage a Copy or Move operation this informative dialog box pops up enabling you to see exactly what you're letting yourself in for. *Kobold* still checks to make sure there is enough disk space for the chosen operation.

patching software. In English, this means that when you drag files to another disk to copy them, *Kobold* intercepts the copy function and runs itself. The forthcoming *Ease Desktop* also integrates perfectly with *Kobold*.



***Kobold* is certainly a remarkable program. Although it is primarily a file copier, its real benefit is in the way it can take the hassle out of most Desktop operations. Lightning fast copying and moving of files, coupled with incredible ease of use. Bliss.**

at the end of a work session or you could delete all the files in a folder which are older than 30 days, the possibilities are endless.

Kobold runs elegantly under multi-tasking systems such as *Mag!X* - reviewed in issue 60, see page 90 if you missed your copy, *Multi-TOS* and *Geneva*. *Kobold* can also integrate with other Desktop packages and replace the TOS copy functions by means of supplied environment

It's exceptional

We have to say that *Kobold* is one of those really exceptional programs available for use on your ST. It exploits Atari's complete range of TOS-based computers to the full and serves up the results in an efficient and pleasing manner. *Kobold* enhances almost any Atari setup and it will change the way you view, and the time you spend on, your file management problems, forever.

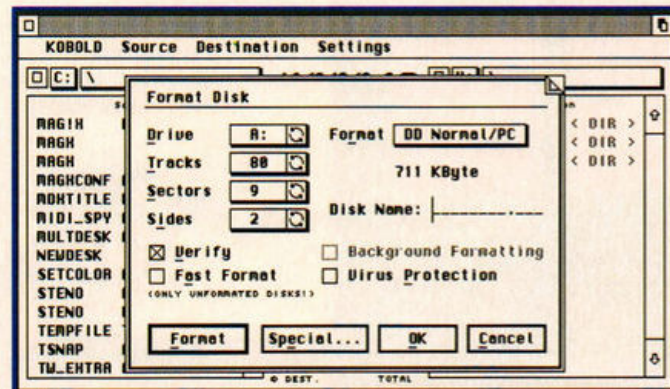
ANDY CURTIS

When you have recorded an operation within *Kobold* you are prompted to assign a name to it. You can then call this operation whenever you need it.

Now that's fast...

Copying 263 files in 15 folders totalling 687K from floppy to hard drive on a 4MByte ST with TOS 1.04 takes *Kobold* 40 seconds. The same operation takes three minutes and 25 seconds using the Desktop copy function.

Copying the same files from hard drive to floppy with write verify on takes *Kobold* just one minute and 45 seconds, but the Desktop has you twiddling your thumbs for a full 13 minutes.



Included in the *Kobold* package is a comprehensive array of format options. A virus protection system is also provided for extra security.

Kobold

£59.95 System Solutions
0753 832212

Highs

- Easy to use.
- Unbelievable speed.
- Multi-tasking compatibility.

Lows

- A little too expensive.

What else?

- Absolutely nothing at all.

90%

PUBLIC SECTOR

The perfect solution for those holiday blues. Educational PD!

EDUCATION

KEYMATHS 1

FLOPPYSHOP - DISK FWG01C

If only it weren't so unrelentingly cheerful. *Keymaths* tramples all over *ETC 1*, treating maths as a game and being all the better for it. The disk is aimed at primary school children, and so is very bright, and chirpy, and, yes, unrelentingly cheerful.

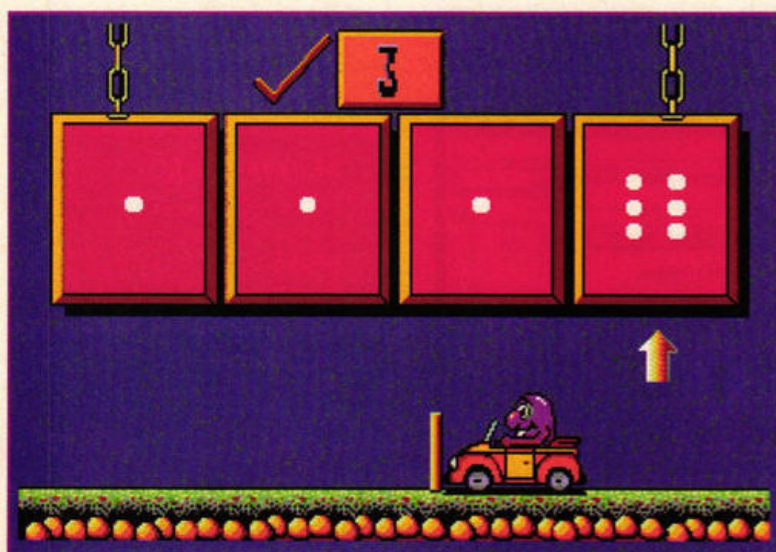
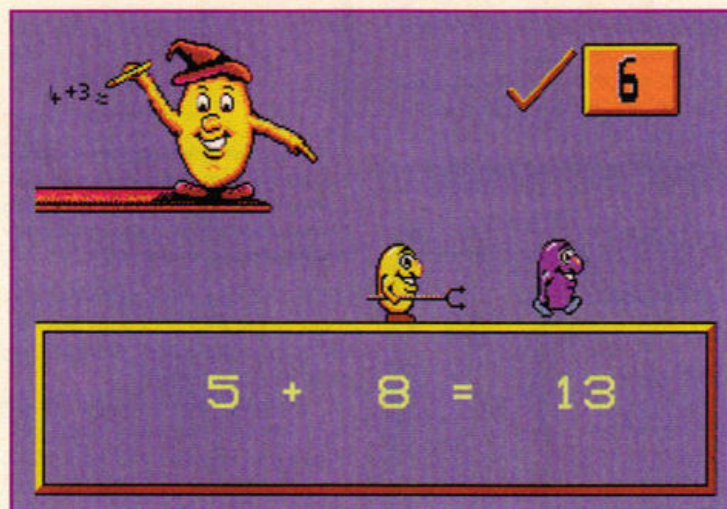
There are six topics: matching, addition, subtraction, odd one out and fill in the missing number. And counting. The obligatory confused character is a large, grinning purple bean who rewards correct answers by driving a car, descending from a platform or grinning. This being an early-learning game, nothing happens if you get an answer wrong. (Actually, there is one part where our hero bean gets chased by an evil bean with a pitchfork. Who



■ The constant smiling is slightly frightening. Especially when one of the things that's constantly smiling is carrying a pitchfork.

■ How's that purple bean meant to climb with disfigured shoulders? And he can't subtract.

grins.) After ten correct answers, you get a report card which is hopelessly friendly. (Deliberately giving 20 wrong answers still netted us, "Excellent. Well done.") But, hey, young children need constant encouragement, right? And all that sort of



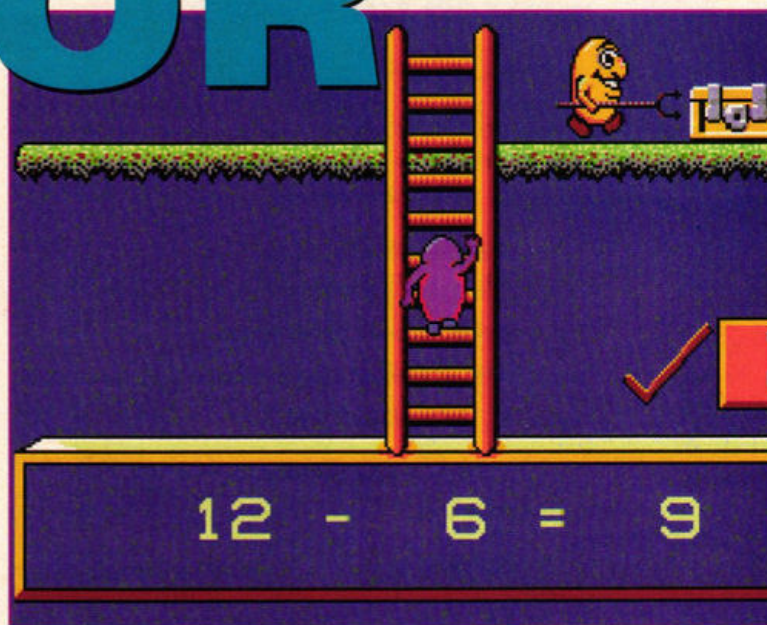
thing. It's a bit unfortunate that you can't quit a game, but you have to stick at it until you give ten correct answers, though.

Keymaths is everything an educational program should be. Educational, programmed and everything.

STF RATING 85%



■ It's not the real bean driving the car, of course. It's a highly-trained stunt bean. Wearing make-up.



ETC 1

FAST CLUB - DISK EDU4584C

It's a measure of the scrappy nature of this disk that it doesn't actually have a title. A compendium of Useful Mathematical Formulae from *ETC Software*, hence the cleverly awarded name on our part, it all but sinks itself with the heavy lead weight of Dreadful Presentation.

Right. Booting-up reveals a disk directory, with no clue as to what you should run. Trial and error (the main program is *MENULINK.PRG*, eager to bypass minutes of pointless nonsense fans) launches *ETC 1* proper and reveals a menu bar topping a bare screen. Selecting an option results in lots of disk accessing and a different menu bar topping another bare screen. Selecting one of these options brings up an unbroken page of text explaining the maths, peppered with examples and riddled with grammatical errors.

The whole thing has been put together with such ineptness, it boggles the mind. You couldn't use this as an educational aid; the facts are there, but the terrible presentation drowns them. The few diagrams are cramped and confused and the sections end up with a quiz which prints the answers in the next paragraph. There's not even a "Press key to see answer" option. Ridiculously amateurish and a fine argument in favour of textbooks.

STF RATING 24%

FALCON GAMES

ST SEXTET

FLOPPYSHOP - DISK F4455

Bit of an odd fish, this one. It's a disk of six ST games that run on the Falcon without having to jigger about with software patches and the like. So it is, in fact, a collection of ST games. Running on the Falcon. Yes. Floppyshop reckon the games are six of their best and they do tend to while away an hour or two.

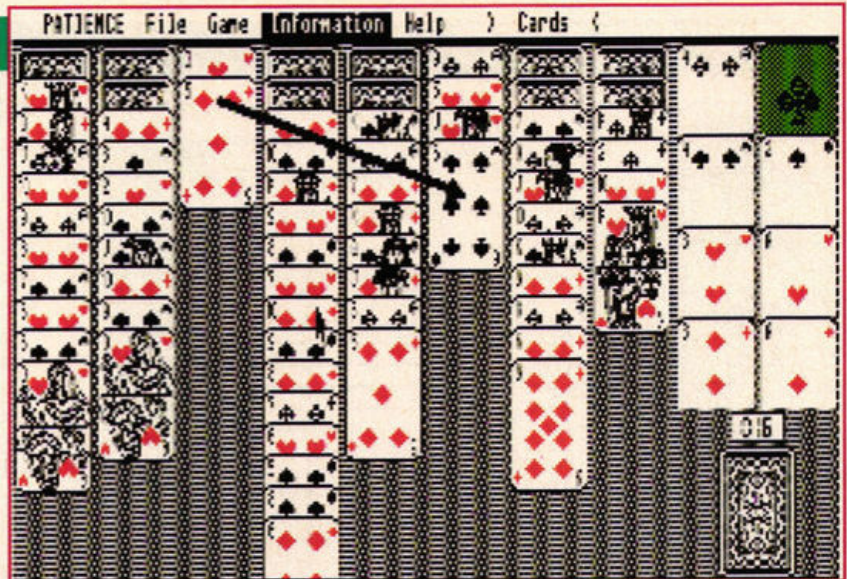
First impressions are extremely poor. A glaringly obviously generic text file explains that you have to change the screen resolution to run a game but doesn't tell you which program needs which display. This results in many a happy moment booting a game to have it crash out, noting which resolution it likes and scribbling this on the disk label. The games won't run under a multi-tasking OS

either, which probably makes some difference to somebody.

The games themselves. First up is *Wing Lord*, a shockingly dull *Joust* game that scraped 26% in *STF59*. The *Tetris* collection, *Magic Stones*, includes versions of *Columns* and *Bitris* (two-player co-operative *Tetris*). They look awful because of their GEM-compatible character graphics and are more an exercise in Pascal programming than in top conversion action.

Patience is smartly presented and slopping over with options, including a version of every one-player card game ever. But it's still *Patience*. *Mariant* is *Patience* again, but only one variation thereof.

Thurg and Murg is a platform game in the *Bubble Bobble* mode (single screens, lots of short platforms and objects,



■ *Patience* improves no end on the original. For that, you needed one player. This one has a demo mode that plays by itself, leaving you free to go away and read a book, or play some tennis or grow a moustache.

monsters dashing about semi-randomly) but with guns (so not much like *Bubble Bobble* at all then). It's tolerably playable, but no great shakes.

Vertical Mayhem is... hang on, it's a Falcon-specific game. That's a bit sneaky. Especially when it's such a sleeper hit. This is slickly programmed, classily implemented stuff, with great music. The only fly in the eye of this horribly playable *Columns* clone is the next piece feature. There's ever such a slight pause before the pieces appear at the top

of the playfield, but the next piece window changes instantly. This means that during that tiny pause, you don't know which piece is going to drop. And that's a bit silly.

STF RATING 74%



■ *Thurg and Murg* dash *Bubble Bobble*-like around the platforms, blasting away at every monster they stumble across. All very pleasant and relaxing in a bloodthirsty way. Switch to numb mode.

ANIMATION

FUTURETIME 8

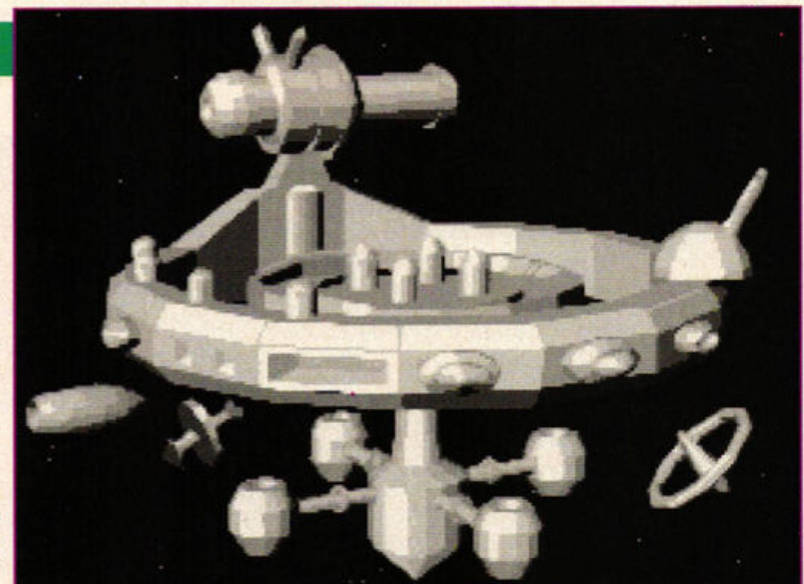
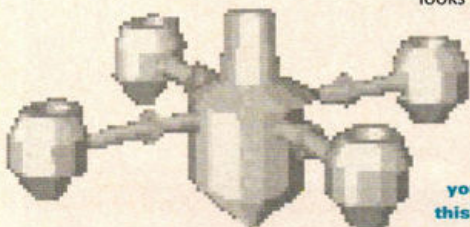
ST CLUB - DISK GR626

Suspensions are aroused by the accompanying text file. Bemoaning the inefficient file formats of *Cyberpaint*, the 3D program used for these pictures, the animator explains you can really only move small portions of the picture, and

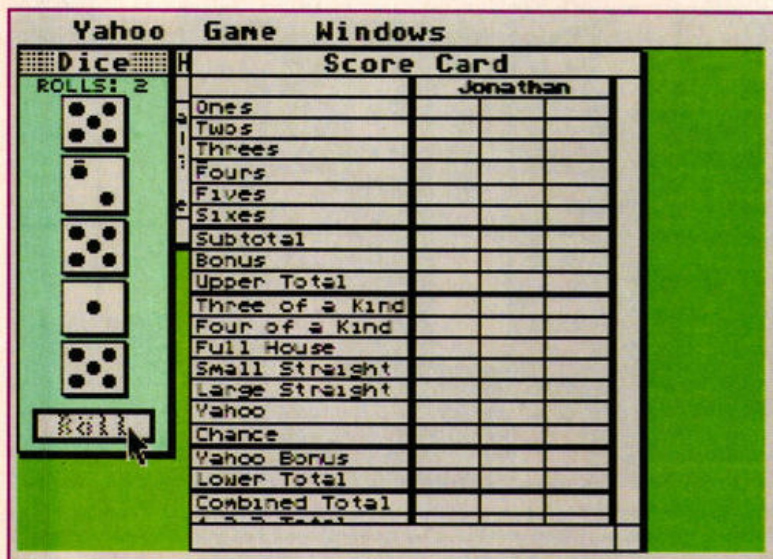
those but a limited amount, before the disk collapses panting. Cue the four animations themselves which, er, have small portions of the picture moving a limited amount. They're supposed to be terribly impressive because everything's raytraced, but the sequences are black and white, and the shading looks washed out. Hardly the best showcase for 3D graphics, and hardly worth a second look.

STF RATING 37%

■ In space, no one can hear you say, "Hang on, you did knot the other end of this lifeline, didn't you?" A-ha.



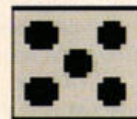
ST GAMES



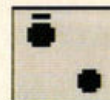
TRIYAHOO

GOODMAN - DISK GA2253

It's Yahtzee, of course. But that's a trademark, so there you go. The "tri" bit comes from the fact there are three scoring columns, including double and triple rewards, instead of the usual one. Yahtzee basically involves rolling five dice a few times, then entering the results in the score table, cunningly deploying the results in such a way that you earn an enormous number of points. The trick, you



Why Yahtzee, anyway? This is a silly thing to shout. It should be called, Hurrah, I've Got Some Points, more accurately reflecting the game.



see, is that the same dice roll will score differently depending on where you store it.

Crisply presented, and running on all ST and Falcon models, Triyahoo does what it's supposed to faultlessly, even though what it does can be reproduced with the aid of some dice, some paper, and some other people - there's no computer player option. And there's a dreadfully upsetting warning in the instructions: apparently, if you twiddle the program, or don't keep it with all the recommended files, it, and we quote, "lashes back." The possibility of permanent damage to your computer is mentioned, so stay away if you're fond of your hard drive.

STF RATING 61%

FRAME OF MIND

DUNCE'S CAP SOFTWARE

A text file accompanying this game reveals that one of the programmer's pet hates is "PD reviewers in the glossy mags. They haven't a clue how to give a logical and objective appraisal of a piece of software and

what it has to offer Joe Soap." What a scamp, eh readers?

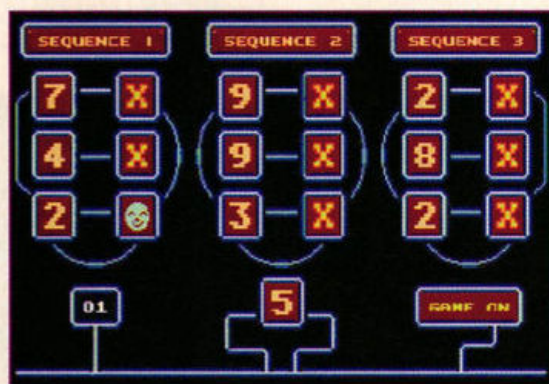
It's hard to see to whom *Frame of Mind* is going to appeal. A gambling game, it's largely random and very, very dull. To start with, you bet on which game you'll play. A pointer spins, you press a key, the pointer points, and you win a



counter. Three of the same counter, and you play that game. There is no way to foresee where the pointer will stop, and you can play this section with your eyes closed.

The games are a very basic version of Pontoon, a very basic version of Hangman, a thing where you enter nine numbers and see if you've guessed correctly (no, really), and a peculiar memory game where you fill in the missing tokens. Apparently the idea is to get very excited by the gambling aspects of the games in an Everyone Loves a Flutter sort of way, but you

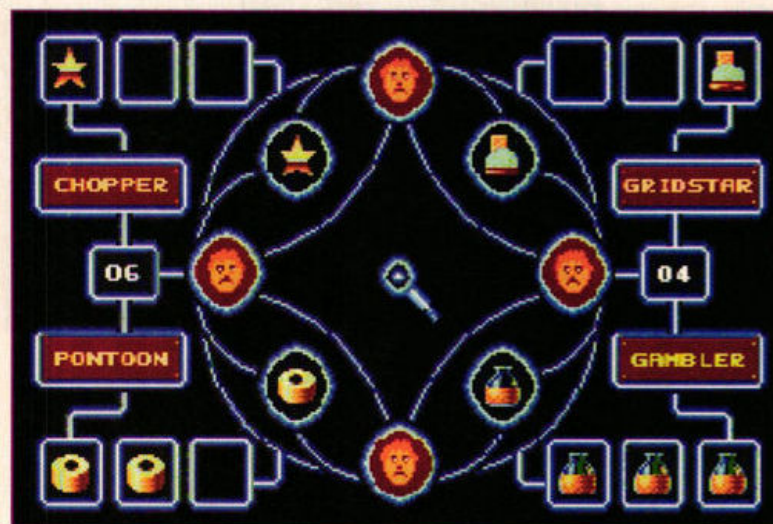
Rick Random, Astral Investigator. Now there was a comic strip. The shape of the boot gave the killer away, you see. That, and the uselessly transparent plot.



Pipes and numbers. Who could ask for anything more? People who dislike pipes and numbers apart.

don't. Numbers not being money aside (the author explains you need to get in the right frame of mind, hence the title) three out of five programs that involve no skill whatever render this game extremely pointless. Ironically, it's all terribly well-presented, with large and chunky graphics, and buckets of crackly samples. Still. Do you know that one of our pet hates is a game that fails to be at all entertaining? It's true.

STF RATING 18%



THE ST FORMAT PD DIRECTORY

16/32 PDL, 173 High Street, Strood, Kent ME2 4TW ☎ 0634 710788
A-ONLINE ATARI CEC, 1229 East Mohawk Avenue, Tampa, FL 33604 USA ☎ 010 813 237 1656
AQUILA, 190a Mackenzie Road, Beckham, Kent BR3 4SF ☎ 081 778 00844
ATARI USER GROUP(SCOTLAND), 9/3 North Hillhousefield, Edinburgh EH6 4HU ☎ 031 553 1288
AWF PDL, 123 Hazelwell Crescent, Stirling, Birmingham B30 2QE ☎ 021 458 4345
BALSALL PD, 6 Rushton Close, Balsall Common, Coventry, CV6 7PA
BLYTHE PDL, Copes Farm, Withington,

Leigh, Stoke on Trent, Staffs ST10 4PU
CHAOS PD ☎ 0296 89059
CALEDONIA PDL 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736
DIGITAL DISK, Steve Hill, 85 Ceres Road, Plumstead, London SE18 1HL
EMERALD CITY, PO Box 28, Southants SO9 7HS ☎ 0703 672577
FALCON OWNERS GROUP, 10 Oak Drive, Portishead, Bristol, Avon BS20 8QS ☎ 0275 843241
FaST CLUB, 2 Broadway, Nottingham NG11 1PS ☎ 0602 410 241FERDY
BLASET, Halleyweg 114, 3318 CP Dordrecht, The Netherlands ☎ 010 3178 172 879

FLOPPYSHOP, PO Box 273, Aberdeen AB9 8SJ ☎ 0224 312756
GL-PD 62 Colwyn Ave, Winch Wen, Swansea SA1 7EJ ☎ 0792 799762
GOODMAN PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke on Trent, Staffs ST3 1SW ☎ 0782 335650
LAPD, PO Box 2, Heanor, Derbyshire DE75 7YP ☎ 0773 761944
MAGNETIC FIELDS, PO Box 118, Preston, Lancs PR2 2AW ☎ 0772 881190
MERLIN PD, 11 Grange Close, Minchinhampton, Stroud, Glos GL6 9DF ☎ 0453 882793
PD4U, 4 Sintonville Avenue, Belfast, BT5 SDG ☎ 0232 672338

RIVERDENE PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416
SDPD c/o Stephen Day, 11 Allington Mead, Bridport, Dorset DT6 5HF ☎ 0308 427179

BUYER BEWARE

Any library included here does not imply that ST FORMAT endorses or recommends any of them in any way. If you run a library not listed here and wish to be included, or if you want to amend anything, send details and your latest catalogue to: PD Library Directory, ST FORMAT, 30 Monmouth Street, Bath, Avon BA1 2BW.

GST PD

5 Rye Close
Clockface
St Helens
WA9 4GB

CALL FOR A
CATALOGUE

FOR THE BEST IN ST PUBLIC DOMAIN

TUMBLEVANE PDL

(Dept 1), 6 West Road, Emsworth, Hampshire PO10 7JT
Telephone: Emsworth (0243) 370600

GAMES & ADVENTURES

GM 101: Psycho Pig 2 (2 disks)
GM 111: The Glass Buttock of Thorg
GM 114: Course Angler
GM 119: Insectoid
GM 097: Falemaster
GM 124: The Klingon War (Star Trek™)
GM 133: Snocman (Pacman clone)
ADV 009: PORK 2
ADV 032: Christian Adventure
ADV 038: Darkness is Forever

GM 109: Colour Clash
GM 112: Rebound
GM 115: The Obscure Naturalist
GM 120: Braindamage
GM 027: Monopoly
GM 132: Quest for knowledge

ADV 028: A Night on the Town
ADV 035: Deena
ADV 052: Heavy Bunch/Investigation

MUSIC AND MIDI

MUM 26: Alchime Jr. Sequencer + 200 tracks
MUM 53: Kawai K1-K2, Hi-res, 1 Mb
MUM 55: Yamaha SY22 Editor, Hi-res, 1 Mb
MUM 56: Guitar Professional, learn those chords
MUM 58: Roland 'D' series Sound Banks

ART AND GRAPHICS

AAG 29: Paintpot, best half meg package
AAG 31: Metahle Format Objects
AAG 35: Creative Titles, Video titler
AAG 39: Atari Image Manager V1.96, 2 disks
AAG 05: Crackart v1.0 with ENGLISH docs, 1Mb
AAG 38: Crackart V1.36 Full English Manual 1Mb

AAG 54: Cosmic 4 Psychedelic Art
AAG 55: Cosmic Slide Show
AAG 57: Photochrome Version 3
AAG 58: Clipart, Judo & others
3 Disk Set - Wedding Clipart £4.00

EDUCATIONAL

EAC 01: Maths Test for the under 10's
EAC 02: Body Search, Basic Human Anatomy
EAC 20: Telltale chemistry, GCSE Levels A, B, C
EAC 21: CIA World Factbook, info on over 240 countries, 4 disks
EAC 29: Workout. A learning aid

EAC 011: Maths Made Easy
EAC 018: The World (Quiz)
EAC 019: Planetarium
EAC 006: Shipwreck (Maths Cartoon)
EAC 009: Chunnel (French/English)

WORD PROCESSING & DTP

WPD 01: ST Writer Elite
WPD 19: Printing Press
WPD 23: DB Writer

WPD 03: Typing Tutor
WPD 22: Printing Press extras
WPD 24: DB Writer support disk

UTILITIES

UTA 28: Award Maker, now with 286 listed awards
awards and instructions, create your own certificates
UTA 34: DB Master, create your own database
UTA 38: 5 Databases, one has got to do the job
UTA 51: 70,000 word spell checker
UTA 53: German Translate, 27,000 words
UTA 006: Fastcopy III + 3 more
UTA 048: Sagorian Virus Killer
UTA 057: Astubank (Personal accounts)
UTA001: Hitchhickers Utils with Dock Displayer 3

SOLENT SOFTWARE

PUBLIC DOMAIN FOR THE ATARI ST

For a copy of our Disk Catalogue of nearly 1000 disks for the Atari ST and STE, send a blank disk with return postage or alternatively just send £1 with S.A.E.

☆ SPECIAL SUMMER PRICE REDUCTION ☆

PRICES - 1 to 9 disks: £1.50 each. 10 disks or more: £1.25 each.
* IBM PC Shareware Disks now available - please send for a separate list *

STARTER KIT:- selection of Games and Utilities, ideal for beginners (3 Disks - £4.00)

GAMES

ST VEGAS - Slot Machines, Black Jack, Poker and Roulette, win/lose a fortune.
ADVENTURE GAMES - 7 text only adventures including the Colossal Cave Adventure.
ELVIN CRYSTALS - excellent graphic adventure in two parts written with STAC.
REVENGE OF THE MUTANT CAMELS - latest shoot 'em' up from Jeff Minter + 3 others.
GAME COLLECTION - includes Klatrix, 8 Ball, Entombed, Rockfall and Mystic Well.
LLAMATRON - the original megablast from Jeff Minter. 520 and 1 MEG versions.
MICHAEL'S BIG ADVENTURE - large children's adventure written with Tailspin system.
THE MANAGER - latest football text management game, win the league and FA Cup!
VIOLENCE - the best 'Xenon' style shoot 'em up in the Public Domain + 2 others.
GEOFFRAN - maze style space shoot 'em up with excellent sampled sounds (1 MEG).
ADVENTURES - Mysterious Realm/Black Dawn, graphic adventures created with STAC.
3D ADVENTURES - Maze and Hysula adventures created with the 3D Construction Kit.
GRANDAD - and the Quest for the Holy Vest - interactive adventure game (1 MEG).
MRS MUNCHIE/MEGAPEDE - latest Shareware version of the classic games (1 MEG).
LABOTOMY INVADERS - the ultimate STE only Space Invaders game (1 MEG STE).
PSYCHO PIG 2 - rescue the baby crocodiles as Rambo Pig! (2 Disks - £3.00).
COARSE ANGLER - good fishing simulator without the wind and rain! (1 MEG).
CARD GAMES - 10 card games including Patience, Poker, Pontoon and Cribbage.
GRANDAD 2 - in Search for Sandwiches - excellent sequel. (2 Disks - £3.00).
TOWERS - top of the range 3D 'Dungeon Master' game. (2 Disks - £3.00).

POW 3

POW 4

POW 8

POW 14

UTILITIES

UTIL 1

UTIL 4

UTIL 19

UTIL 25

UTIL 29

UTIL 41

UTIL 48

UTIL 51

UTIL 52

UTIL 54

WORD 1

WORD 3

WORD 22

WORD 33

WORD 43

LANG 13

LANG 17

LANG 30

MUS 6

MUS 14

MUS 23

ART 11

ART 13

ART 45

SEVEN GALAXIES - overhead space shoot 'em up in an intergalactic space cruiser.
HUNCHIE 1066 - arcade action platform game with multi-levels, traps and puzzles.
POWER CUT - good 'Cyberoid' clone with excellent graphics and sound effects.
CASTLE CAPERS - escape the castle with this 50 screen platform puzzle game.

Powerlist Licenceware Game Disks at £3.00 each

28 Desktop Accessories complete with accessory loader, including Ramdisks, etc.
6 Databases plus 2 Label Printers, good selection for your home business.
STICKER 3 - create and print good disk labels with text and graphics. (MONO).
5 more Databases and Address Books including a Shareware version of SuperCard.
OPUS V2.2 - excellent GEM based Spreadsheet and Charting program. (GDOS req).
VIRUS KILLERS - disk full of virus killers, detectors and immunisers.
AWARD MAKER - create and print excellent A4 size certificates, ideal for clubs.
SPECTRUM EMULATOR - can you remember all those key commands! (1 MEG).
DC UTILS - the full range of 48 Utilities from Double-Click Software.
PACKERS - a disk full of packers and archivers to suit everyone's needs.
ST WRITER V4.2 with WP Utilities plus 2 Type Tutors and 2 Spell Checkers.
1ST WORD - still the best word processor with printer drivers and Word Counters.
DESKJET UTILITIES - print drivers and utilities for the HP deskjet 500 Mono.
PRINTING PRESS V3 - create letterheads, labels, leaflets etc. (1 MEG MONO).
GUTENBERG PRINTER - print ASCII files with choice of fonts for 9 Pin Printers.
SOZOBON C - complete implementation of the C language including documentation.
ADVENTURE GAME TOOLKIT (AGT) - write your own 'Inticom' style adventure games.
THE ADVENTURE DEVELOPMENT SYSTEM (TADS) - another adventure game creator.
ACCOMPANIST V2.5 - 16 track midi sequencer from Henry Cosh (latest version).
EMPIRE NOISETRACKER - the full version with modules, samples and source code.
ALCHIMIE JUNIOR SEQUENCER - the best midi sequencer available. (1 MEG MONO).
COLOURBURST and FINE LINE art programs with Snoopy and Garfield Slideshowes.
6 excellent Art programs including Van Gogh, Art ST, ST Graph and ST Cad.
CRACKART V1.36 - best Art package in the Public Domain. (1 MEG) Shareware.

SOLENT SOFTWARE

53 RUFUS GARDENS, TOTTON, HANTS. SO4 3TA TEL. 0703/868882

13 QUALITY GAMES

Circuitry
Circuitry 3 'The Mars Base'
Darts
Bright Spark
Building Trouble
Building Trouble 2 'Night Shift'
Aaron
Card Bash
Card Bash 2
Super Snakes N Ladders 1-0 meg
Threes N Fives
Aaron Editor Ver 2-0
PLUS
Dominoes 0-5 meg
Dominoes 1-0 meg

13 Games and 1 Editor, including the popular
Dominoes. All for only 20 pounds sterling.
This one off price includes all registrations.

Please make cheques/postal orders
payable to 'Andy Morgan'.
GALAXY BUNDLE PACKAGE
NEBULA ENTERTAINMENT
382 KINGSWOOD ROAD
NUNEATON
WARWICKSHIRE, CV10 8QP

A Bargain at £20!!!

2 DISKS PACKED FULL

FAST ATARI REPAIRS

FOR QUICK QUALITY WORK DONE AT COMPETITIVE PRICES

Upgrades + Engineering requirements

★ **NORMAL SERVICE**
£24.99 + parts
Free Quote

★ **GUARANTEED SAME DAY SERVICE**
+£10.00
computers received by
12.00 mid-day

also Monitors repaired

Door to door pick up + delivery anywhere in the U.K.
or see us at our workshop in Central London

Central
London

FAST COMPUTER SERVICES

144, Tanner St., Tower Bridge, London SE1 2HG

Tel. 071-252 3553

Low Cost upgrading

STE to 1Mb£10.99
STE to 2Mb£49.99
STFM to 1Mb£39.99
STFM to 2.5Mb£79.99
TOS 1.4£25.00
TOS 2.06£25.00
Double Sided Drive£47.00
Power Supply£39.95
Power Supply (Exchange)£25.00
Fitting for the above from £15.00

INDIES CORNER

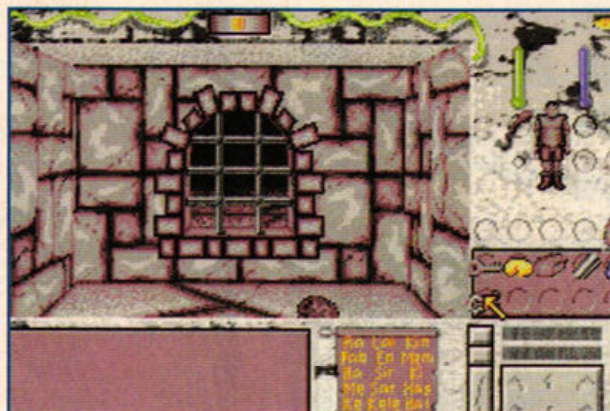
All good things come to those who wait. That, Simon Forrester says, is why independent softies always come later

TOWERS

When *Dungeon Master* was first released, it won incredibly high marks from just about everyone who reviewed it, as it was a game in which you were actually there, moving about, cutting people into little pieces and finding objects, all with a first person viewpoint. Obviously, since the success of the original, there have been many other games in the same style. *Towers* is one of them, and damned good it is too.

For plot freaks, the *Towers* is set in medieval times and charts the adventures of a group of travellers sailing to distant shores. After all kinds of disaster hits the ship – storms, plagues and sea-shanties – the crew decide to make for the nearest shore, with only one wizard to their credit to keep the ship together. The wizard dies. Nice one. On reaching the shore of a mysterious island, the team witness all manner of strange and terrible scenes (including folk dancing), and manage to get themselves walled into a dungeon by a cave-in. This is where you come in, in an attempt to get out with your life.

■ "I dunno, a few curtains, a nice carpet and I could call this home." Derek was missing the point of this excursion.



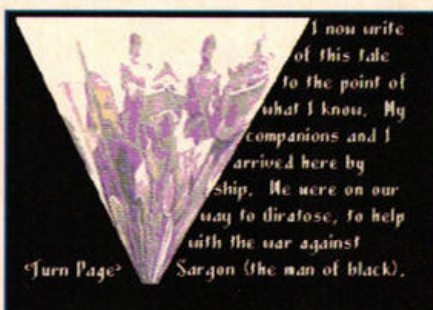
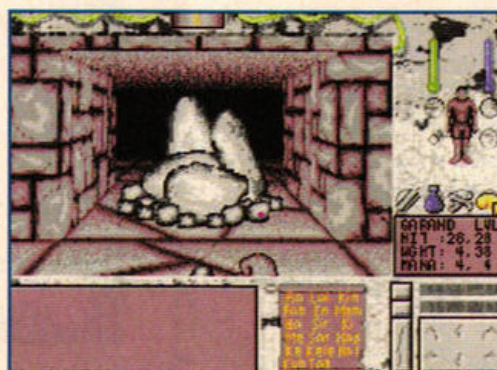
Before you start wandering around getting lost, you'll need to pick a starring character from the four provided. There's a warrior, a cleric, a young boy and a gymnast to choose from, each having their own qualities and abilities that could come in handy during the adventure to come. And so you land in the dungeon, right next to the small pile of pebbles that strangely blocks your exit, and set off.

Getting around is simple, as you can use either the keyboard or icons to move forward, back, left, right, or rotate. The normal text adventure-style object controls are there as well, as objects can be picked up by clicking on them and kept by dragging them to your blokey's pocket.

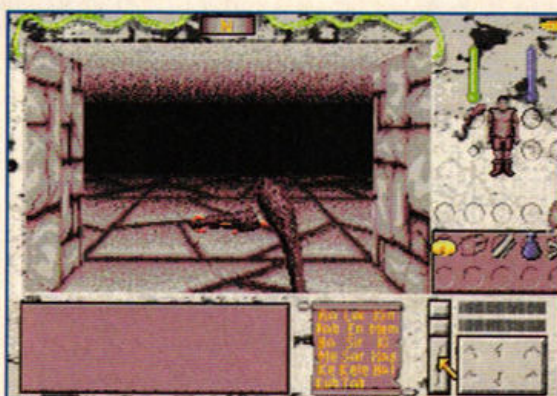
Towers is deep, partly because it's big. Bleedin' huge. If you did have to flick through irritating stats screens every now and again, the total time you'd have lost throughout the whole thing

■ We're utterly trapped by that stone foot! Better go off and get killed then.

would be easily long enough to raise a small family. If you haven't got several days spare (or the ability to put a disk in the drive and save your position) you're not going to see the

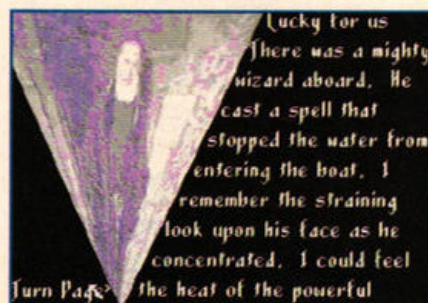
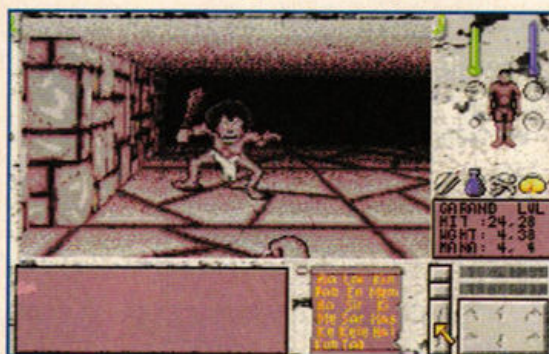


■ The story board section before the adventure begins. An army, yes.



■ They may be big, green and scary, but one hit with the rubber cosh and they'll drop like anyone else.

■ So that's what happened to Sid Vicious, is it?



■ "Do you like it? I call it 'old bloke being sucked through vortex'."

whole thing – these games have always been fairly hefty, as exploration is their strong point. This is demonstrated by suspiciously discarded keys that open doors elsewhere in the dungeon, revealing yet more keys, doors and bad guys.

You tend to get a better class of ghoully in *Towers* as well – *Dungeon Master* featured groups of retarded zombie warriors who'd walk up to you and start attacking, stopping only when they fell over. This was damned annoying, but thankfully *Towers* features people that hit you then run like hell, as well as a few demonic hellspawn biker types just waiting to be dropped. I'm not sure whether we're supposed to be nice to them or not, but giving someone a club, a battleaxe and a sword is a pretty clear message if you ask me.

Towers is a game with only a few problems, such as movement – these games don't let you move as freely as you could in say, *Wolfenstein*, instead keeping you on a track that you can only vary when you decide to turn a corner. You can't walk right up to a wall or cut a corner, as you move by whole squares or not at all. This isn't really seen as a major hassle though, as *Towers* is an RPG game – it's for people who wear long coats, silly haircuts and printed T-shirts as opposed to those of you who'd be happy with a gun and some red graphics. Damn.

All in all, *Towers* is an excellent *Dungeon Master* clone. It's beautifully drawn (unlike *DM*, which didn't seem to have been drawn at all) and cleverly mapped. It may lack a little in character interaction or the lack of a party (*DM* featured four characters in a group), but if you're that intent on having extra people you can link two STs together and play with two people, halving the work but doubling the fun. Not that the fun needs doubling, of course.

Towers

\$15 from JV Enterprises, PO Box 97455, Las Vegas, NV 89193-7455

Highs

- Huge playing area.
- Beautiful graphics.

Lows

- Not much character interaction.

80%



■ Evil Lord Waznasm was interrupted mid-pace by a group of American tourists.

SWORD OF KINGS

I suppose it's cheating slightly to only review *Sword Of Kings*, leaving out *Master Art*, the art tutorial it was meant to accompany, but SOK is sold as a separate game, so we'll review it as one.

We've all seen text adventure games, and we've all experienced the handicap of a text adventure game with a bad parser. The normal way around this problem is to do away with a text parser altogether and use icons, but SOK seems to have gone

further, reducing everything down to two icons and a picture. This could be interesting...

The two icons enable you to either look around or move in a direction, everything else being contained in the main screen pictures that you can interact with by clicking the various objects or people you see. That's it. People quite happily talk to you if you click on them, the same action you'd use to pick something up, open a door, or do anything else –

there's no need for a keyboard, hundreds of little icons, or even any restrictions, as options become available as they're needed. If you want to answer yes to someone, you click on their speech bubble. If you want to answer no, you click outside the bubble. It's all that simple.

Unfortunately, this simplicity can be a problem at times. Having

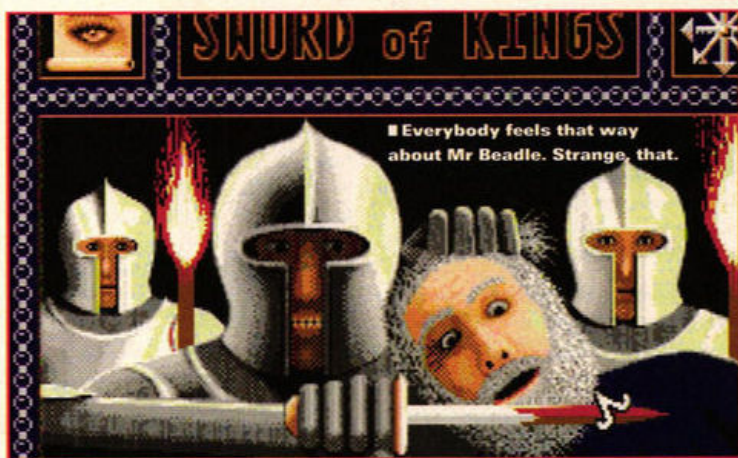
each location stored as a massive picture does mean that you have to sit for ten seconds in between every location, while your disk drive sits and chunters. The second problem is that this game relies on you knowing exactly what

you're supposed to interact with and when. If you happen to be anyone other than the person who wrote it, you'll have to spend your time clicking around a picture that refuses to give anything away.

The main problem is the speed though – by the time you've moved a few locations in any direction you'll have completely forgotten what you went there for in the first place, and you'll probably have walked off and started doing something else. The

idea of full graphic adventures in this style should only be explored with either a very fast storage system or a very good compression system. Until then, I think we can hold off on development, folks.

Despite this, *Sword Of Kings* is well drawn and reasonably well written. It would be a smart title if it wasn't for the access time.



■ Don't think of it as a game - it's Prime Minister's question time.

Sword Of Kings

£10 from Coxsoft, on 081 550 9241.

Highs

- Well-drawn pictures
- Good humour.

Lows

- It's slooooooooooow.
- oooooooooooooooooo.

55%

THE BBS DIRECTORY

One of the biggest problems comms users face (apart from 'phone bills, on-line charges, handshaking, data transfer and interfaces) is actually finding the right board. There are still a lot of bulletin boards in Britain, though there's no easy way of finding any near to you – directory enquiries certainly won't be able to help. Mark Westguard has the answer in the form of a BBS directory (yes, another one) for your ST.

The program is based on a map of Britain, accompanied by a set of search options, letting you either

THE BBS DIRECTORY v1.5

26 Bulletin Board Systems Found Page: 1

NAME	NUMBER	LOCATION	MILES KM
AFTER NOBLES	0222 575212	CARDIFF	32 52
ATLANTIS 1	0452 330150	GLoucester	32 52
ATLANTIS 2	0452 330144	GLoucester	32 52
BATH	0222 340048	BATH	32 52
BARTON	0222 400145	BATH	32 52
BLACK CAT	0222 787559	CARDIFF	32 52
BIGGS NEST	0795 724195	SWINDON	29 46
BRIMEL	0222 504352	BRISTOL	8 13
CHANCELLOR	0454 883899	BRISTOL	8 13
COMPUSKRE	0222 344104	CARDIFF	32 52

Exchange: BATH Radius of 25 miles, 56 kilometres searched.

DE PREVIOUS PAGE NEXT PAGE BBS INFORMATION SHOW LOCATION PRINT ALL PROGRAM INFO EXIT PROGRAM

■ Darn clever program, this. It does everything. It's even got an option to dig its fingernails into your buttocks.

search for details on any bulletin board on the database, or perform geographical searches. For instance, you could search for any BBS within a 20 mile radius, or only those board with the same area code as you.

When the search has finished, you can access a list of eligible boards and work through them, reading (in some cases) extra information about specifically that bulletin board.

Is it any use? Well if you're new to comms or you've just moved to a new area, this is a program you'll definitely benefit from – you'll never

■ It's got Ireland on there. Does anyone out there want to hear a Jerry Adams joke?

spend any serious man-hours using a BBS database, but this is a package that definitely falls into the "indispensable sidekick" category.

The presentation, though far from essential, is excellent. The search routines and list functions are incredibly easy to use (instructions aren't needed), everything being controlled by mouse clicks. What artwork there is within the program is excellently drawn as well. Having a complete list of every board in the country would be difficult of course, but *The BBS Directory* contains details of over 500 boards, with further information on a lot of them.

One slight downside is that the Extra Information windows on the individual boards are few and far between – there's very little specific information on each board apart from its name and number. This isn't really a problem, as you'll be finding most of that out for yourself when you log on, won't you?



■ A lot of entries. I was only joking about the buttock thing, by the way.

The BBS Directory

£5 Shareware from Mark Westguard, 4 Woodcroft, Burgess Hill, West Sussex, RH15 8QT.

Highs

- A nice big list of boards.
- A helpful map system.

Lows

- Not much board-specific information.

85%



BIGGER AND

Clive Parker takes a look at over 1,000 MBytes of software, text and graphics available for your ST on four CD-ROM discs

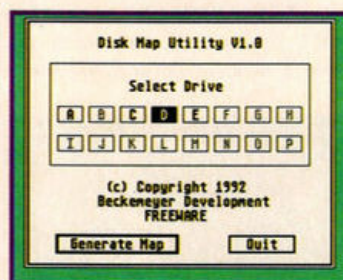
ATARI PD AND SHAREWARE VOLUMES ONE AND TWO

Hot on the heels of the Gemini Atari CD-ROM comes a new series of CD-ROM discs from Germany containing the best PD and Shareware available in Europe, at the moment they are appearing at the astonishing rate of one disc a month! One of the problems we found with the Gemini CD-ROM was that much of the software on the disc was quite old and most items have had an upgrade in the last eighteen months or so. There's no such problem with these two German disks, they're bang up to date with the very latest versions of software. Volume one is dated March 1994 and contains soft-

ware created as recently as February 1994 while volume two (April '94) contains new software that was written in March.

Volume one

Volume one contains an excellent mix of software and utilities in both compressed and uncompressed formats including large quantities of Falcon PD and Shareware, comms software, programs, utilities, hundreds of Desk Accessories and a huge selection of games. Unlike the Gemini disc, the contents of the compressed and uncompressed areas of the disc are not the same, although there are a lot



■ Map your hard drive using the Backermayer disk mapping software on volume two.

of duplicated items there are enough differences to make exploration worthwhile. Probably the best area of

note on this volume is the huge variety of compression software which includes ZOO, ARJ, ARC, ZIP, LH5 and LZH utilities.

Volume two

The second disc in the series is just as packed as the first disc but there are some subtle differences, there's a huge selection of clip-art in various file formats – over 40MBytes of pictures for you to use with your word processor or DTP package. There's also a lot of sound related files ranging from a folder of MOD files to MIDI and SNG files, there's also several MBytes worth of sound samples

SPACE AND ASTRONOMY CD-ROM

One of the most visually pleasing subjects is space and the universe, can you imagine a more beautiful image than the earth floating in the heavens? Well, if you like space and its associated imagery then you're just simply going to love this disc.

Walnut Creek CD-ROM have crammed 1,080 images in black and white, 256 colour and 16.7 million

colour images relating to space, the universe and everything to do with the US space program. This ranges from photo files on each of the planets in the solar system to folders full of NASA images from the present Space Shuttle program. There really are some brilliant space images here.

The images aren't just confined to glorious colour photographs, there are plans of many space vehicles – including the Shuttle – included as black-and-white GIF picture files.

And there's more

It's not just a disc of a thousand pictures, there are over 5,000 text files in ASCII for-

■ Just looking at the Space and Astronomy CD-ROM gives you a pretty good idea of what the disc contains, and you wouldn't be wrong. But aren't you sick of seeing this image in every feature on 256 colour graphics or CD-ROMs?

■ Once more the shuttle blasts into orbit from Cape Canaveral. Remember to find a good observation point to get your pictures and wear the latest asbestos suit, although standing under the launch gantry is not recommended.



Space and Astronomy CD-ROM

£26.65 inc postage
Unica ☎ 061 429 0241

Highs

- Over 1,000 brilliant images.
- Over 5,000 informative ASCII files.
- Complete with ST image viewers.

Lows

- You need at least 256 colour system to view the images to their full potential.

What else?

- Nothing available has this range of space images or fact.



BEST

for you to play with. The rest of the disk comprises the excellent mix found on volume one with little or no duplication of software between the two volumes.

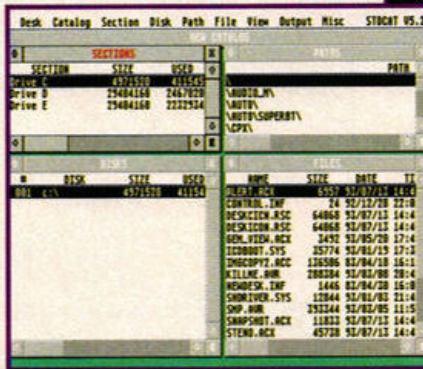
Serendipity

If you get either of these discs you're getting a good deal, and the fact that most of the software is unique to each disc is a great incentive to get both discs.

The only fault we can find with these two discs is that many of the

document files are in German, not really surprising as they originate from Germany. Despite this we've got to give these discs a hearty thumbs up and recommend them both because they are the best CD titles available for the ST.

■ If you want to catalogue your CD-ROM discs then you could try using STDCAT 5.2 on volume one, but there's a limit to the number of directories you can read.



■ They're the best two CD-ROM discs so far for the ST, if you've got a CD-ROM drive then you've just got to get these two excellent discs in your caddy.



Atari PD and Shareware volumes one and two

£29.95 each
System Solutions
☎ 081 693 3355

Highs

- Lots of variety.
- Little duplication of software.
- All software is very current.

Lows

- A lot of the text files are in German.

What else?

- Gemini Atari CD-ROM, £26.65 from Unica ☎ 061 429 0241, lots of choice but many programs are older versions.

81%

CD-ROMS

You'd never believe how much information you can stuff on a CD-ROM disc until you see the stuff for yourself. In effect, you get a complete PD library on a disk when you buy one of the Atari specific CD-ROMs, just take a look at the capacities of the disks we looked at

Project Gutenberg CD-ROM
65MBytes of text files.

Space and Astronomy CD-ROM
288MBytes of GIF images, 139MBytes of text files, 52MBytes of zipped text files and 23MBytes of software on this packed disc - including six powerful ST picture viewers and some ST games - making a grand total of 502MBytes of CD software.

Atari PD and Shareware volume one
81MBytes of packed files and 166MBytes of unpacked programs ready to use making a total of 247MBytes.

Atari PD and Shareware volume two
87MBytes of packed files, 132MBytes of unpacked files, 40MBytes of clip-art and 6MBytes of sound software and data. Total 256MBytes.

PROJECT GUTENBERG CD-ROM



■ The Project Gutenberg CD-ROM disc comes in a plain CD box without an inlay, but all relevant details are on the disc itself as ASCII files. You can even read this disc from the Desktop by clicking on it and using the Show or Print options.

around 66MBytes, not exactly the full capacity of the medium but this represents the complete output of Project Gutenberg for 1991, 1992 and the first half of 1993. You try typing the complete *St James Bible* into a text editor and see how far you get!

So far, all of the copyright-free texts have been typed in by individuals.

What's on it?

The disk contains all kinds of texts split into several categories; light literature, heavy literature and reference books such as *Roget's Thesaurus* and the *CIA World Factbook*. Because the etexts are in ASCII format you can load them into any word processor or text editor - memory permitting - and read them on-screen or print them out. Be warned though, we

printed HG Wells' *The Time Machine* and it took over 60 pages of A4 paper to print the complete novel.

The variety of text on the disc is quite astounding, ranging from *Aesop's Fables* in the ETXT91 folder to Library of Congress texts, the *Book of Mormon*, the *Koran*, the *Magna Carta*, the *Communist Manifesto* by Marx and Engels and the German and Japanese Surrender documents from WW2. There's even a text file bizarrely called "Amateur radio in the UK and Greece."

The Project Gutenberg CD-ROM disc has a lot of data in plain ASCII and compressed ZIP formats that represents great value for money. Some of the texts are only available as library references and are not normally available for sale, for these files alone the disc is well worth the money.

We've been unable to find the *World CIA Factbook* in any branch of WH Smith to date, there's something for everyone on this disc as long as you don't mind reading it on-screen. Unfortunately there's no ST software

supplied on the disc to enable you to actually look at the text files, you have to load the text into a word processor or text editor. *Protext* is probably the best way to view large text files because it loads the file in 32K chunks, it doesn't try to cram the whole lot into memory at once.

The lack of ST software on this disc is the only minor drawback to what is generally a great CD-ROM.

Project Gutenberg CD-ROM

£21.65 inc postage
Unica ☎ 061 429 0241

Highs

- Lots of data crammed on the disc.
- ASCII text files can be read by any ST.
- Over 100 text files.

Lows

- Only 66MBytes is used on the disc.
- Some files need 4MBytes of memory before they load into your ST.

What else?

- Er, it's the first ASCII text file disc available so far.

64%

Project Gutenberg is an ambitious attempt to make available over 10,000 English language books as text files in "plain vanilla ASCII" format by the year 2,001.

The basic idea behind the project is to convert books and documents into simple etext (electronic text) format that can be read by almost any computer system with access to a CD-ROM drive, this includes PC clones, Apple Macs, Atari and mainframe computers. The text files on this CD-ROM disc take up

SUBSCRIBE SUBSCRIBE SUB

SAVE £10 and get an

Get STF delivered to your door!



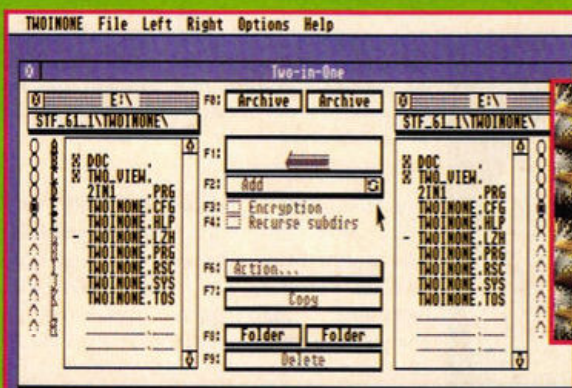
An extra disk and newsletter - EVERY MONTH!!!

Subscribing to **ST FORMAT** gives you absolutely amazing value for money, just look at what you get:

- **SAVE MONEY** a discount of £9 off the cover price
- **SAVE MONEY** a further £1 off with direct debit
- **SUB'S WONDERDISK** Jam-packed with the best ST software there is

LOOK WHAT ELSE YOU GET

When you subscribe to **ST FORMAT**, you receive a special disk complete with full instructions – not just once but each and every month. We include software that wouldn't normally reach the main Cover Disk, making it even more exciting. Just look at this month's selection



■ **2 in 1** is the ideal solution to those ZIP and LZH blues - so it's on the Wonderdisk.



■ Graphic silliness with *Psycho Script*. A lightshow from script files of all things.

■ **Wyrd Ways** – Can you collect the six objects your character needs to beat this mazy four-player puzzler?



■ Discover just how nasty you can be in *Wyrd Ways*, a smart four-player grudge match!

■ **2 in 1** – Shell program to run ZIP and LZH archive programs.

■ **Psycho Script** – Wonderfully weird lightshow program that's run by script files!

■ **Patience** – High res version of *Patience* played to some very odd rules.

■ **Runecaster** – Discover cryptic comments by casting runes.

■ **Memwatch** – Keep track of RAM on your ST, TT or Falcon.

HOTLINE: 0225 822511

extra disk **SAVE OVER 75p** **every month!**
EVERY MONTH

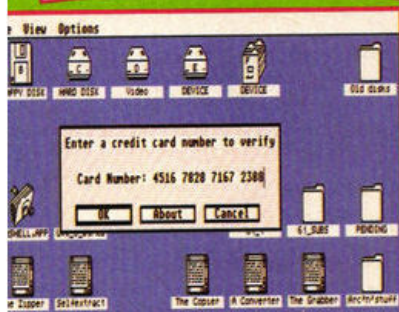
■ **NEWSLETTER**
with full
instructions for the
subscribers Wonderdisk

■ **FREE** delivery to your
home (UK residents)

■ **YOU** have price protection
for an entire year

■ **YOU** have a guarantee -
you can always cancel later
with no penalty

■ Between The Covers is the **ST FORMAT** Subscribers newsletter. It's packed with news, offers and the full Wonderdisk instructions.



■ **DC Floppy Config** -
Set the step rate of
your floppy disks.

■ **LED Panel 2.5** - The
latest version of the
disk drive monitor.

■ **Speedo** - Check your
Multitasking speeds.

■ **Vericard** - Check
that credit card
numbers are valid.

■ Fun, if distinctly odd, **Vericard** lets
you check those credit card numbers.

■ **Civilisation Editor** -
A cheat program to
help you conquer the
classic **Civilisation**.

SUBSCRIPTIONS

Please enrol me as a subscriber to **ST FORMAT** (12 issues) from
the next available issue, at the all-in price of (tick one):

- ☐ **UK £33.00** ☐ **UK direct debit £32.00**
☐ **Europe (Airmail) £60.95** ☐ **Rest of world £90.95**

Note: If you are planning to subscribe by direct debit, fill in the DD form, and send it along with your details completed on the order form. The direct debit option is the easy way to pay but is only available to subscribers who have a UK based sterling bank account. Direct debit payments are deducted annually in advance.

Name (Mr/Mrs/Miss/Ms)..... Initials

Address

Postcode

Telephone EEC VAT No

I would like to pay by

Cheque (payable to Future Publishing Ltd) ☐

Visa ☐ Access ☐ Direct debit ☐

Total amount payable: £

Credit card no

Expiry date

Date Signature

Please tick if you would prefer not to receive notice of any special offers or new products ☐

OFFER CLOSES AUGUST 31st 1994

STF/MAG/894

**Return the coupon to the following address
(no stamp required):**

**ST FORMAT SUBSCRIPTIONS, FREEPOST (BS4900),
Somerton, Somerset TA11 6BR**

SAVE £1 MORE!

**SUBSCRIPTIONS HOTLINE 0225 822511, (8.45am - 6pm),
FAX 0458 273070 (24hr)**

DIRECT DEBIT INSTRUCTIONS ID: 930763
Pay by direct debit and get 13 issues for the price of 12

This coupon instructs your bank or building society to make payments direct from your account. Please complete then send to STF Direct Debit Subscriptions, Future Publishing Ltd, FREEPOST, Somerton, Somerset TA11 7BR
(Banks and building societies may refuse to accept instructions to pay direct debits from some types of accounts.)

**1. Please write the full address
of your branch**

To: The Manager

Bank/Building Society

Address

Postcode

2. Account number:

3. Sort code:



4. Account in the name of:

**Instructions to bank/
building society**

■ I instruct you to pay direct debits from my account at the request of Future Publishing Ltd.

■ The amounts are variable and may be debited on various dates. I understand that Future Publishing Ltd may change the amounts and dates only after giving me prior notice.

■ I will inform you in writing if I wish to cancel this instruction.

■ I understand that if any direct debit is paid which breaks the terms of this instruction, you will make a refund.

Signed

Date

(8.45am - 6pm)

Don't be the Cannon Fodder BEAT THE GAME...

ONLY
£9.95

- [illegible]

Jon Hare at Sensible Software says "Buy this book - it's bloody great."

Brought to you by

Sensible

PC FORMAT

AMIGA

ST
FORMA

y.

CANNOE FODDER

The OFFICIAL Playing Guide

AMIGA PC

WAR HAS NEVER BEEN SO MUCH FUN!

Cam Winstanley

Brought to you by...

Senside

AMIGA PC FORMAT ST FORMAT

YES!

Order Number FLB5254

Name: _____ Your subscriber No: 0

Address: _____

Post Code: _____ Tel No: _____

☐ Visa ☐ Access ☐ Cheque (payable to Future Publishing Ltd)

Card No: [][][][] [][][][] [][][][] [][][][] Expiry Date: [][]/[][]

☐ Tick if you do not want to receive offers from other companies.

Return coupon to the following address (no stamp required):

CANNON FODDER OFFER, Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset, England, TA11 6BR.

STF/CF/089



Future
PUBLISHING

SCREENPLAY

We're back, and we've got a skip full of games. Unfortunately, the best place for some of them is indeed a skip. No. Sorry. Positive thinking, and all that.



NEW BLOKE AT STF SHOCK!

Hi - I'm the new bloke at STF (shock), brought in specifically to deal with the gamey side of things (and make the tea). This month sees a mixed bag of goodies, from tennis to nuclear war, so if you can't find anything to meet your personal tastes, you're quite obviously dead. Have fun.

SIMON FORRESTER



ZERO 5

Jonathan Nash nips along to see what we'll all be oohing and aahing at in the months to come.



FINAL CONFLICT

Scorpions, apparently, are the only creatures that'll survive a nuclear war in a big way. The total lack of excitement you're feeling right now should prepare you for page 58...

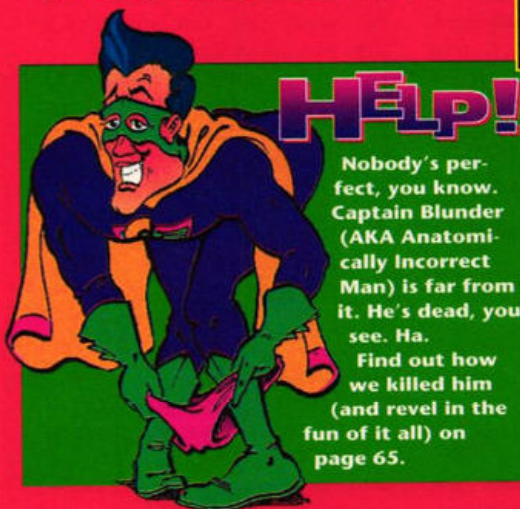
GREAT COURTS

Tennis - what a sport. After inspiring the poetical musings of Betjeman and the gruntings of tennis players through history (just why do they do that?), one of Britain's favourite sports has inspired both an ST game and a Deborah Cook review on page 60.



MERCHANT COLONY

It's time for fun with merchants and colonies. I think we can tell how page 61's going to turn out.



HELP!

Nobody's perfect, you know. Captain Blunder (AKA Anatomically Incorrect Man) is far from it. He's dead, you see. Ha.

Find out how we killed him (and revel in the fun of it all) on page 65.



FIRST SAMURAI

Bloke. Sword. Knives. Spirits. Demons. Death. Destruction. Power-ups. Review. Page 62.



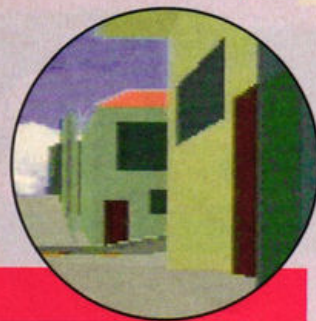
SENSIBLE SOCCER

We're not calling ourselves STF anymore. Ever since Sensible Soccer came in, the office has been full of football fans taking up our machines. We can't work. Damn. Steve McGill adores it on page 64.

This month	Last Month	Game	Publisher	Price	STF Rating
1	NE	International Sensible Soccer	Renegade	£19.99	91%
2	2	Frontier: Elite 2	Gametek	£29.99	91%
3	1	Cannon Fodder	Virgin	£29.99	93%
4	5	The Lotus Trilogy	Gremlin Graphics	£29.99	91%
5	RE	Reach For The Sky	Virgin	£30.99	88%
6	RE	War In The Gulf	Empire	£29.99	92%
7	RE	Dogfight	Microprose	£34.99	NR
8	4	The Greatest	Beau Jolly	£32.99	91%
9	RE	Formula 1 Grand Prix	Microprose	£34.99	81%
10	RE	B17 Flying Fortress	Microprose	£34.99	87%

NE = New Entry RE = Re-entry NR = Not reviewed

CLUB DRIVE



The golf associations end with the title. Hurrah

PREVIEW

PUBLISHER: ATARI
PRICE: £45
EXPECTED: AUTUMN

Divine the cinematic tastes of your friends with the San Francisco level of this driving game. Claimed to reproduce, well, San Francisco, it's just the thing to get someone's measure.

"Ah," squeak cineasts. "Just like being Steve McQueen in *Bullitt*, what with zooming down that stepped hill and all that crashing into things."

"O-ho," confide the fools perfectly content with unchanging sequels and thus responsible for the desperately crushing banality of modern popular film. "Just like being Clint Eastwood in *The Dead Pool*, what with your driving a tiny,

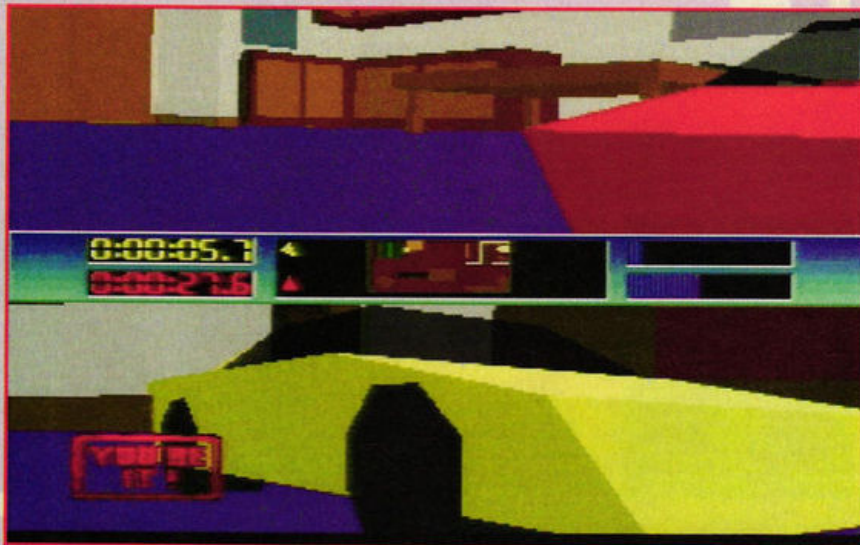
electrically-powered car and zooming down that stepped hill and all that crashing into things."

"Yahoo," bellow other people, heads turned easily by an attractively bulbous nose. "Just like being Karl Malden in *The Streets Of San Francisco*, except not really, and that was a television series anyway."

Indeed.

Carquake

At an early stage it may be, but *Club Drive* is already endearingly silly and fun. Touted as a cross between *Hard Drivin'* and *Micro Machines*, because nobody dares express an original idea for



■ Finish the level before the amusing relative comes in and steps on one of the cars and does a back-flip through the coffee table. Hurry, hurry.

fear of failing to sell to fans of *The Dead Pool*, it features tiny cars zooming around and crashing into things. The low-level perspective works very well, adding a new flavour to driving around as you whizz underneath gates, swerve between the legs of a table and blast off ramps to spin horribly in mid-air and crash spectacularly with no idea of which way is up. You can even pull off that stunt where your car goes up on two wheels and gets through a really narrow gap. Probably quite badly.

The demo version we saw has three of the levels up and running – San Francisco, Suburban House and Old Western Town – and three modes of play. You can either race around the level trying to find the finish line before your time

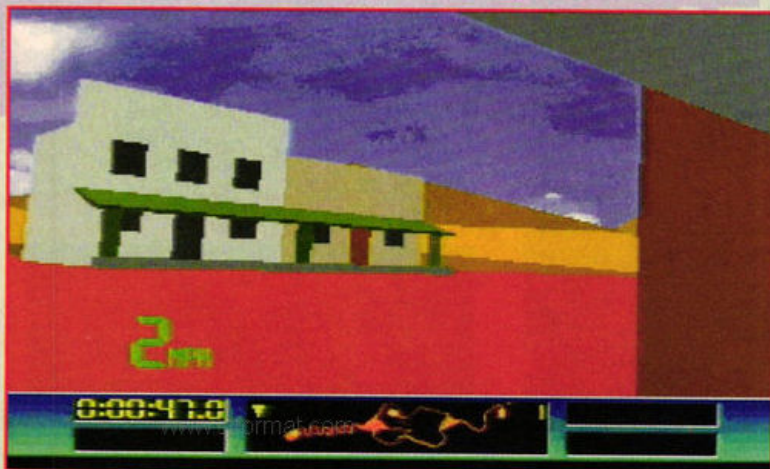
limit is reached, have two players racing around, or play tag. Every collision between the players transfers the It icon, and whoever's It after 90 seconds loses.

Things are a bit academic at the moment – the gravity and inertia have yet to be implemented properly, so one crash and you fly across the entire map. It's also incredibly confusing in two-player mode, because of the split screen. But, as we say, it's all at a very early stage, so there's plenty of time to get everything right.

Tentative verdict

Being able to drive anywhere at all within a level touches the hearts of anyone who's ever wanted to leave the prescribed track and go across country. We love it. Pity there are no guns, really.

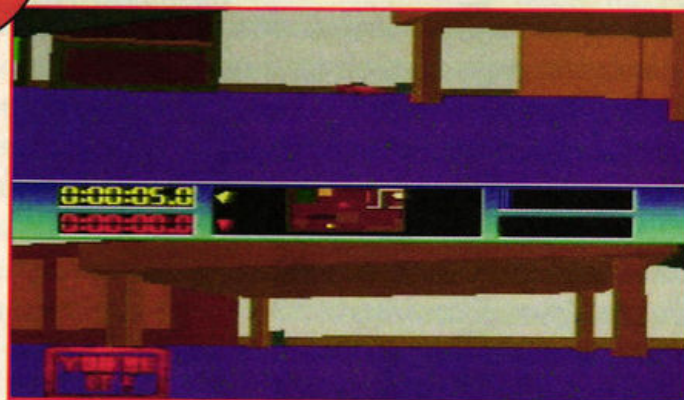
JONATHAN NASH



■ Lurking under a hitching post in the Old West. The town drunk probably gets thrown out through the saloon doors any moment. Aany moment. Probably.



■ Relive your favourite car chase from your favourite film. Provided it has a car chase, of course. And it takes place in San Francisco. With miniature cars. That play tag.



■ A bold screenshot that once more proves how terrible 3D games look as still frames. It's all a cruel trick of fate, or something.

fantaSTic prices

Fast-response Mailorder
10am-8pm 7 days a week
No credit card surcharges
Always a person—never an answerphone!



Games Centre
10am-8pm Monday to Friday
10am-4pm Saturday
2 minutes from Old St. Tube station, take exit 2

Games

CONSTRUCTION KIT 2	39.95
POOL	8.75
3DAMS FAMILY	8.75
DI MATHS (13-14)	21.95
SCIENT ART of WAR in the SKIES	29.45
OTHER WORLD	12.95
POCALYPSE	21.95
3CHER MACLEANS POOL	11.40
WARD WINNERS (COMP)	21.95
-17 FLYING FORTRESS	29.45
ATMAN RETURNS	20.95
ATTLEHAWKS 1942	12.95
ULLYS SPORTING DARTS (1MB)	8.75
UMPER QUAD PACK	12.95
ADAVAR + THE PAYOFF	12.95
ALIFORNIA GAMES II	8.75
AMPAIGN	29.45
AMPAIGN MISSION DISKS	13.95
ANNON FODDER	24.95
APTAIN DYNAMO	6.96
ARTOON - DOUBLE PACK	14.90
ARTOON COLLECTION	20.95
HAMPIONSHIP MGR '93 (1MB)	21.95
HAMPIONSHIP MGR '94 Season Disk	8.75
HAMPIONSHIP MGR COMPENDIUM	23.50
hampionship Mgr End of Season Data	13.95
HAOS ENGINE (1MB)	21.95
HASE HQ II	8.75
IVILIZATION (1MB)	29.45
OLONEL'S BEQUEST (1MB)	12.95
OMBAT AIR PATROL	24.95
ONQUEROR	6.96
OUNT DUCKULA	6.96
REATURES	21.95
RIME CITY	6.96
ROSSBOW - THE LEGEND OF TELL	6.96
RUISE FOR A CORPSE	12.95
RYSTAL KINGDOM DIZZY	16.85
YBERCON III	11.40
YBERSPACE (1MB)	29.45
I-DAY (US-GOLD)	21.95
IALEK ATTACK	8.75
EMON BLUE	6.96
IZZY COLLECTION	20.95
IZZY PANIC	6.96
IOC CROCS OUTRAGEOUS ADV.	6.96
OG FIGHT	29.45
READNOUGHTS	30.95
READNOUGHTS - BISMARCK	14.95
ILITE II - FRONTIER (1MB)	24.95
ISCAPE From Planet Robot Mon.	6.96
ISPANA - THE GAMES '92	11.40
-15 STRIKE EAGLE II	14.95
-16 COMBAT PILOT	8.75
-19 STEALTH FIGHTER	14.95
-29 RETALIATOR	11.40
-1 (DOMARK) (1MB)	21.95
ACE OFF - ICE HOCKEY	8.75
FANTASY WORLD DIZZY	6.96
FIRE AND BRIMSTONE	8.75
FIRE AND ICE	21.95
FIRE HAWK	16.85
FIRST DIVISION MANAGER	6.96
FLIMBO'S QUEST	8.75
FOOTBALL MANAGER 3	21.95
FORMULA 1 GRAND PRIX	29.45
FUTURE WARS	11.40
SHOULDS 'N' GHOSTS	6.96
30 FOR GOLD	8.75
GOAL	21.95
GRAHAM TAYLOR'S SOCCER	8.75
GUNSHIP	11.40
HARD DRIVIN' 2	8.75
HARDBALL	8.75
HARRIER ASSAULT (1MB)	29.45
HEIMDALL	29.45
HIGH STEEL	6.96
HILL STREET BLUES	8.75
HOOK	8.75
HOYLES BOOK OF GAMES - Vol 1	11.40
HOYLES BOOK OF GAMES - Vol 2	11.40
HUCKLEBERRY HOUND	8.75
HUDSON HAWK	21.95
HUMANS	24.95
IMPOSSIBLE MISSION 2	6.96
I. JONES & L. CRUSADE (ADV)	12.95
INTELLIGENT Strategy Games 5	21.95
INTERNATIONAL RUGBY CHALLENGE	21.95
INTERNATIONAL SOCCER CHALLENGE	8.75
ISHAR - Legend of the Fortress (1MB)	8.75
ISHAR 2	24.95
ISHAR 3	27.75

ITALY 1990	6.96
JAMES POND	6.96
JIMMY WHITE'S SNOOKER	12.95
KIDS RULE OK	12.95
KINGMAKER	30.30
KINGS QUEST 1	12.95
KINGS QUEST 2	11.40
KINGS QUEST 3	14.95
KINGS QUEST 4	14.95
KNIGHTS OF THE SKY (1MB)	14.95
LASER SQUAD	8.75
LAST NINJA III	8.75
LED STORM	6.96
LEEDS UNITED CHAMPIONS	21.95
LEGENDS OF VALOUR	31.95
LEISURE SUIT LARRY 1	12.95
LEISURE SUIT LARRY 2	12.95
LEISURE SUIT LARRY 3	12.95
LETHAL WEAPON (1MB)	8.75
LOMBARD RAC RALLY	6.96
LOOM	12.95

Pixie & Dixie



only £8.75

REMEMBER!

- All prices include VAT & UK delivery
- NO credit card surcharges
- We NEVER charge credit cards until the goods are despatched

LOTUS TURBO CHALLENGE II	8.75
LOTUS TURBO TRILOGY	24.95
LURE OF THE TEMPTRESS	12.95
M1 TANK PLATOON	12.95
MAGIC BOY	21.95
MANCHESTER UNITED	8.75
MANHUNTER NY	12.95
MANIAC MANSION	12.30
MCDONALD LAND	21.95
MEGA TWINS	8.75
MERCS	8.75
MICROPROSE GOLF	29.45
MICROPROSE SOCCER	6.96
MIDWINTER	11.40
MIDWINTER II (1MB)	14.95
MIG 29 FULCRUM (1MB)	11.40
MOONSTONE	24.95
MOONWALKER	6.96
MURDER	8.75
NICKY 2	21.95
NIGEL MANSELL (1MB)	24.95
NIGHT SHIFT	11.40
NINJA REMIX	8.75
NODDYS PLAYTIME	20.95
ONE STEP BEYOND	16.85
OPERATION STEALTH	12.95
ORIENTAL GAMES	8.75
OUTRUN EUROPA	8.75
PANG	6.96
PANZA KICK BOXING	8.75
PARASOL STARS	8.75
PINBALL MAGIC	8.75
PIRATES	12.30
PIXIE & DIXIE	8.75
PLAYDAYS	20.95
POLICE QUEST 1	14.95
POLICE QUEST 2	12.95
POPEYE 2	6.96

POPEYE 3	8.75
POPULOUS II (1 MEG)	24.95
POPULOUS/PROMISED LANDS	12.30
POSTMAN PAT	6.96
POSTMAN PAT 3	6.96

IF YOU CAN'T SEE WHAT YOU WANT HERE

Our sales staff and computerised systems can help you—try them!

POWERMONGER PLUS Data Disk	12.95
PREMIER MANAGER 2	21.95
PRINCE OF PERSIA (NOT STE)	6.96
PRINCE OF THE YOLK FOLK	6.96
PRO TENNIS TOUR 1	6.96
PROTEXT V4.3 (1MB)	47.95
PUSH-OVER	8.75
R.B.I. BASEBALL 2	6.96
RAMBO III	6.96
RAMPART	21.95
REACH FOR THE SKIES	25.99
RICK DANGEROUS I	6.96
RICK DANGEROUS II	8.75
RISKY WOODS	11.40
ROADBLASTERS	6.96
ROBIN HOOD (1MB)	11.40
ROBIN HOOD - LEGEND QUEST	6.96
ROBINSON'S REQUIEM	27.75
ROBODOD	8.75
ROBOCOP III	11.40
RODLAND	8.75
SAVAGE	8.75
SCRABBLE	23.50
SECRET OF MONKEY ISLAND (1MB)	14.95
SENSIBLE SOCCER INT'L EDITION	16.85
SHADOWLANDS	8.75
SHADOWWORLDS (1MB)	21.95
SIM CITY/POPULOUS	24.95
SIMPSONS	8.75
SIMPSONS : BART v THE WORLD	21.95
SLIGHTLY MAGIC	6.96
SOOTY & SWEEP	6.96
SOOTYS FUN WITH NUMBERS	16.85
SPACE CRUSADE	8.75
SPACE QUEST 1	14.95
SPACE QUEST 2	11.40
SPEEDBALL 2	8.75
SPELLBOUND DIZZY	6.96
STARDUST	21.95
STARGLIDER II	8.75
STONE AGE	21.95
STRATEGY MASTERS	27.75
STREET FIGHTER	8.75
STREET FIGHTER 2 (1MB)	12.95
STRIDER	6.96
STRIDER 2	8.75
STRIKE FLEET	12.30
STRIKER	8.75
STUN RUNNER	6.96
STUNT CAR RACER	6.96
SUPER ALL STARS	21.95
SUPER CAULDRON	21.95
SUPER LEAGUE MANAGER	21.95
SUPER MONACO G.P.	8.75
SWIV	8.75
TACTICAL MANAGER - ENGLISH	24.95
TENNIS CUP 2	8.75
TERMINATOR II	6.96
TEST DRIVE II	6.96
THE IMMORTAL	11.40
THE MUNDERS	6.96
THE PATRICIAN	27.75
THEIR FINEST HOUR	14.95
THEIR FINEST HOUR - Missions Volt	9.80
THOMAS THE TANK ENGINE	6.96
THOMAS'S BIG RACE	11.40
TOKI	8.75

TORNADO	29.45
TRACKSUIT MANAGER	6.96
TRANSARCTICA	8.75
TREASURE ISLAND DIZZY	4.45
TURRICAN	6.96
TURRICAN II	6.96
TUSKER	6.96
TWILIGHT 2000	29.45
VIDEO KID	8.75
WAR IN THE GULF (1MB)	24.95
WINTER GOLD	12.95
WIZKID	11.40
WORKS TEAM RALLY	6.96
WORLD CLASS LEADERBOARD	8.75
WWF EUROPEAN RAMPAGE	9.99
WWF WRESTLEMANIA	8.75
X-OUT	6.96
XENON II	8.75
Z-OUT	6.96
ZAK MCKRACKEN	11.40
ZOOL	21.95

Hint Books

LOOM	7.99
MANIAC MANSION	7.99
SECRET OF MONKEY ISLAND	9.99
ZAK MCKRACKEN	7.99

Educational

ADI ENGLISH (12-13)	21.95
ADI ENGLISH (13-14)	21.95
ADI ENGLISH (14-15)	21.95
ADI FRENCH (11-12)	21.95
ADI FRENCH (12-13)	21.95
ADI FRENCH (13-14)	21.95
ADI FRENCH (14-15)	21.95
ADI MATHS (14-15)	21.95
ANSWER BACK JUNIOR QUIZ (6-11)	17.95
ANSWER BACK SENIOR QUIZ (12-AD)	17.95
BETTER MATHS (12-16)	19.35
BETTER SPELLING (8-ADULT)	19.35
CAVE MAZE	12.95
FRACTION GOBLINS	12.95
FRENCH MISTRESS	17.95
FUN SCHOOL 2 (6-8)	6.96
FUN SCHOOL 2 (OVER 8)	6.96
FUN SCHOOL 2 (UNDER 6)	6.96
FUN SCHOOL 4 (7-11)	20.95
FUN SCHOOL 4 (UNDER 5'S)	20.95
GERMAN MASTER	17.95
ITALIAN TUTOR	17.95
JUNIOR TYPIST (5-10)	14.95
MAGIC MATHS (4-8)	19.35
MATHS ADVENTURE (6-14)	22.95
MATHS DRAGONS	12.95
MATHS MANIA (8-12)	19.35
MICRO ENGLISH (8-GCSE)	21.50
MICRO FRENCH (BEGINNERS-GCSE)	21.50
MICRO GERMAN (Begin.-GCSE-Bus.)	21.50
MICRO MATHS (11-GCSE)	21.50
MICRO SCIENCE (8-GCSE)	21.50
PICTURE FRACTIONS	12.95
PRIMARY MATHS COURSE (3-12)	21.50
REASONING WITH TROLLS	12.95
SPANISH TUTOR	17.95
THE THREE BEARS (5-10)	19.35
TIDY THE HOUSE	12.95
TIME FLIES	12.95

DataGEM

has supplied computer hardware and software to tens of thousands of satisfied customers since 1987

Amiga Atari PC Sega

Trust us to have all you need

3.5" Disks

NEW LOWER DISK PRICES
ANY QUANTITY SUPPLIED

Qty	DSDD	DSHD
10	4.95	7.80
20	9.85	15.35
25	11.95	18.25
30	14.25	21.80
35	16.65	25.20
40	18.55	28.60
45	18.65	32.10
50	18.75	34.40
80	29.95	52.30
100	33.99	61.90
120	40.75	72.40
150	48.95	90.25
200	64.95	115.75
250	80.95	143.30
300	96.95	170.75
400	128.99	221.70
500	148.95	269.65
600	178.75	320.60
1000	297.85	524.40

All our disks are fully guaranteed and include labels.

Miscellaneous

Workcentre	31.95
Includes mouse mat, house & dust cover	
Head Cleaner (3.5")	3.75
Mouse	14.75
Mouse House	2.95
Mouse Mat	2.95
Parallel port extension cable	6.80
Parallel printer cable (5m)	9.99
Roboshift (auto Mouse/Joystick switch)	14.75
Joystick & Mouse Extension Cable (8")	4.95
Extends the two ports from under the ST so you can see where to plug them in!	

Dust Covers

Atari	3.65
Monitor	6.99
STAR LC10 printer	7.65
STAR LC24 printer	6.99

Disk Boxes

10	Slimpack	0.94
40		4.95
50		5.60
80		6.30
80	Stackable	12.95
100		6.80
110	Stackable	13.95
120		8.75

Joysticks

125+	9.00
Competition Pro 5000-black	13.75
FreeWheel-digital	27.00
Maverick 1 (QS128F) or 1M (QS138F)	13.75
Megastar A/F (SV133)	22.00
MegaGrip II	12.50
MegaStick II	9.99
Navigator A/F	13.75
Python 1 (QS130F)	9.25
Python 1M (QS137F)	9.75
Quickjoy 1 Turbo (SV121)	7.95
Quickshot II turbo	4.95
Speeding A/F	7.95
Star Probe	13.50
Starfighter 1 pad	7.95
Supercharger (SV123)	9.00
The Bug (black or green)	13.50
Topstar (SV127)	21.50

Printer Ribbons

STAR LC10/20/100 black (LC8)	4.50
STAR LC10/20/100 colour (LC9CL)	6.50
STAR LC200 black (ZX8)	6.25
STAR LC200 colour (ZX9CL)	12.30
STAR LC204 series black (Z24)	6.50
STAR LC204-200/XB-24 series colour (X24CL)	13.75

071 608 0624
Fax: 071 608 0688

DataGEM Ltd

Department STF, 23 Pitfield St, London N1 6HB

Orders against cheques with valid guarantee card numbers will be despatched immediately, otherwise upon cheque clearance.

All prices include UK postage and VAT and are effective until 7th August 1994.

On overseas orders, postage is charged at cost. New titles will be sent as released and are subject to manufacturers' price reviews. All orders taken subject to our standard terms and conditions. E&O.E.

ZERO-5

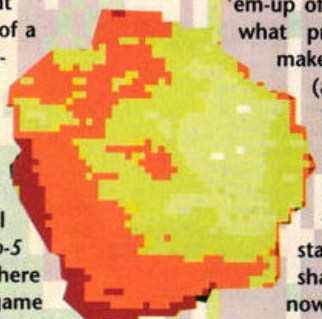
Sort of like *Wing Commander* (but not quite), sort of like *Elite* (but not really), Caspian's space opera *Zero-5* is due in TV's famous September. But *STF* went along early to see exactly how things are progressing

PREVIEW

PUBLISHER:
CASPIAN SOFTWARE
PRICE: £20
EXPECTED: SEPTEMBER

Caspian hide at the wrong end of a ludicrously complicated one-way street beyond some of the worst traffic jams in London, and then when you get there a cat climbs all over you. But *Zero-5* made our recent trip there jolly worthwhile. A game

an entirely new and infinitely better game makes an untelegraphed appearance (very unlikely indeed), *Zero-5* is going to be the best shoot-'em-up of the year. And what prompts us to make such a bold (and, in the face of opposition like Bloodhouse's *Stardust*, frankly barmy) statement? We shall, of course, now tell you.



■ Cunningly bitmapped explosions bring home the horrifying devastation wrought by your big green laser.

Operation: Zero-5



■ The option screen. Look, we took a shot of this out of politeness. And it's ended up being printed due to an internal misunderstanding. Lawks.

can possibly think of. Caspian claim their 3D generator is the best ever, using as it does the scandalously underexploited blitter chip present but shyly hiding in all STEs and Falcons. Or, at least, it will be the best ever when it's finished. At the moment there's no texture-mapping nor planet scenery, but there are a fearsomely large number of polygons zipping around at tremendous speed.

exploration, where you have to flit through valleys and skip across mountains in order to find the enemy base, and then bomb it.



Texture mapping? Planet scenery?

Indeed. The finished game is split between space battles and planet

■ Apparently this is a digitised picture of a local Government installation, so it's probably covered by the Official Secrets Act and you're all criminals.



EUROPE HAS BEEN LOST. DESTROYED. A WAVE OF TIT SHEEPS THE WORLD. USING THE LAST DATA RETURNED BY EUROPE. PHYSICISTS THEREFORE WHAT THE MARCH OF THE ENERGY. REMAINS AND PROPHETIC. SOLEN CONCLUDE THAT WE HAVE 100 YEARS BEFORE THE FIRST EXPLOSION. THE WORLD GOVERNMENTS TOOK THE FIGHT FOR THE EARTH HAS BEGUN...

HoldMage Telemetry

MICROPHON INTELLIGENCE DATA CORE



■ Shoot this if you see it. Continue shooting until you can see it no more. An ingenious strategy that serves well everywhere else in the game.

that's only five months old, but already wise beyond its years, this 3D space game impressed the pants off us in an obviously figurative sense. We reckon that unless something goes cataclysmically wrong (unlikely) or

Tell us, o you mite

Okay. Basically it's a bit like the supremely delicious and wrinkly BBC game *Starship Command* (itself a rip-off of the original *Star Trek*) but in first-person 3D. As an ace pilot and Earth's last hope etc etc, you're dispatched around the galaxy to destroy invading flotillas before getting a crack at the enemy flagship and saving everything you



THE FINAL CONFLICT

World War 3 has arrived, but no-one realised it could be this dull

Those of you who've ever been involved with international arms and diplomacy will already know it can be a tricky business (find that target reader, Simon). Successfully keeping a planet together is now a job that you too can experience, with Impression's *The Final Conflict*.

Conflict is a strategy game following the vein of many domination board-games, played on a map of the world that can be annihilated by one of two sides. It's up to you to select which scenario and countries you want to include in the game, but that's more of a trivial point – everyone's got missiles, spies and the like, so there isn't really much to choose between one power-crazed dictator madman and another.

"As a premier of a country of your choice, you must use diplomacy, armed forces, espionage and decision-making skills to try to win the war..." What country uses all of those four, then?

On loading *Conflict* (after a preference screen to set up how complex you want your game to be) you're presented with a world map – this is the main game screen and it doesn't have labels. If you don't happen to be all that hot at geography, you might find this a problem. When Kazakhstan steps out of line, it's pretty difficult to know who to attack without keeping an atlas to hand.

If you're looking for a game with a kick, *Conflict* just doesn't come up with the goods. The only thing you can tell from the map is who controls a particular country, not where missiles are, where cities are, or what each country is capable of. This information seems to be relayed via a small text window, which happily sits around telling you about countries being conquered, cities being levelled and every other eventuality of war with the cool but dull hand of a computer. This is a text game that just happens to have a map tacked onto the back.

You communicate your actions using a set of icons on each side of the screen. These actions range from deploying spies and diplomats through to launching missiles and activating your defence network. Occasionally you get the chance to flick to slightly different screens to activate your defence networks, but they're only different version of the same map with added dots (wow).

Conflict is a game with only one real problem – other strategy games. If you are totally new to the genre and want to get into some pure strategic thinking you'll definitely find what you want in *Conflict*, but it's not exactly the most sophisticated Armageddon simulator. Staring at a map and reading text messages just

■ Derek started to grin, pointing at Britain...



■ The map screen, where most of the "excitement" takes place. Thrills.

isn't helpful enough when you're trying to keep track of what's going on with the planet – you have no way of knowing what's going on with any particular country until you click on it and read the text messages, and even then you'll be left asking questions.

Launching a missile is a perfect example of this problem, as there's no way of knowing what's going on with it, only that it's been launched and should hit sometime soon. You'll get the same problem with spies, troops, tanks, and everything else you do – you make the decision to do it, and then forget about it until the messaging system decides to let you know what's going on.

Launching missiles

When playing *The Final Conflict*, you really can't help getting bored. Sitting around launching missiles and guessing just how successful they are can get more than a little dull at times. If someone fires at you, you can flick to a missile defence screen, and play a version of the classic *Missile Command*, moving your targets around the screen, attempting to gun down the missiles before they trash the target. This is quite an enjoyable departure from the normal map-watching

■ Discreet uniform, don't you think?



and message-reading, but it really shows *Conflict* up for what it is – a dull game in need of action. Failing that, it could benefit from better graphical representation, a different control system, or even a few status screens. While we're on the subject, some requirement of strategic thought would be nice.

Overall, *Conflict* is a possible buy but only if you're heavily into strategy games. If you're looking for a gentle introduction into the genre and you quite fancy a bit of Armageddon you're in for a boring time, and you'll probably wish you were playing *Risk* instead. If you're into *Missile Command* you'll like the sub-game, but the pointless wadding that others call *The Final Conflict* will get on your nerves.

SIMON FORRESTER



The Final Conflict

£7.99 Impressions
071 351 2133

Highs

- The Missile Command sub-level.
- Reasonable chrome graphics.

Lows

- A static map.
- A total lack of information.
- Limited range of actions.

35%

ARE YOU LEARNING TO DRIVE?

Then you need,
"RIP IT UP"

The one program that
can help you pass your
driving test.



"RIP IT UP" is THE program that no one should be without.
It is designed with over 150 questions to teach and test your
knowledge on road signs and symbols from the highway code.

As used by learners and driving instructors

Atari ST Med Res, Colour only £19.95

FORMFINDER

Horse Racing Analysis Program

FORMFINDER was designed with the sole aim of selecting winners, yet
make data entry as quick and easy as possible. A race with 20 runners can
take as little as 5 minutes of input time, and all you need is a daily paper.
Included are details on how to bet and when to bet, what races give better
results etc. Everything you need to know to get yourself started even if you
are a complete novice to horse racing.

But don't take our word for it, here's what our customers have to say,

'Your program is the best one that I've got...it's now the only one I use on my Atari'

'A most excellent program...'

'I have used Formfinder regularly over the last few months with a lot of success...the program today
gave three value bets, Beyton 1st - 14-1, Shambo 2nd - 16-1, The Illywacker - 1st 12-1'

'I find the program very user friendly, simple, but more importantly effective, congratulations on
producing a high quality piece of software'

'I am currently showing a 1407% profit!!!!'

Join the increasing number of users who are turning to Formfinder to help
them beat the bookies.....it can be done.

Atari ST High & Med Res £39.95

Please make Cheque/Postal Order payable to **Aztec Software.**

Send all orders to:

AZTEC SOFTWARE (STF)
11 Beaulieu Place
Peel Common
Gosport
Hants PO13 0QP

RE-PLEN

**Phone Adrian Doyle on
(0973) 202173**

or write:-

**60 Cornwall Tower
Heaton Street
Huckley
Birmingham**

**For a catalogue and
details on the best
prices for re-inking
carts for the
Atari ST**



**POWER COMPUTING
LIMITED**

44a/b Stanley Street Bedford MK41 7RW
Tel 0234 273000 Fax 0234 352207



Power Drives

PC720B, the award winning
external disk drive which includes a
virus blocker, built-in Blitz Turbo
and is able to boot from drive B.

PC720B£60

PC720P (inc. PSU)£55

PC720I (internal)£39.95

(360K upgrade drive, needs case modification)

PC720 OI (official)£45

(720K internal replacement drive)

Drive B Cable

If you have an internal drive that is
not compatible with 'boot from
drive B', this cable will solve your
problem.

Drive-B cable£9.95

Blitz Turbo

Back-up disks at lightning speeds,
Blitz copies from the internal to the
external drive and cleverly by-passes
your ST's controller chip. In
around 40 seconds you can back-up
an ST disk, what's more you can
switch between your disk drive and
Blitz Turbo without disconnecting
your Blitz interface. (1988
Copyright act applies)

Blitz Turbo£25



Power Scanner

The award winning scanner from
Power Computing allows you to
scan up to 400DPI in real-time
greyscale, with autoscan rate detect.
The scanning software included
allows you to edit and manipulate
any image you scan.

Power Scanner£99

Power Scanner with OCR£149

Ring Interruption

Use with Ultimate Ripper or
SuperMon. Stop games or programs
in their tracks, search for infinite
lives and hack with code. A press of
the key and the program is restarted.

Ring Interruption£15

Memory

1MB Simm£35



CalCom v.32 bis

External fax and data modem
including these many features:

Supports up to 57,600 bps

Full Hayes AT command set
supported

Call back security

Optional power on auto-dial

Supports error correction + detection

All cables and power supply included

Calcom v.32bis£169

Includes modem software

SuperMon

SuperMon comes with all the
features of the 'Ultimate Ripper'
and more. Some of the features
included with SuperMon are:
Program switcher- allows to programs
to be in the memory simultaneously
and switched between at the touch
of a key, Printer spooler- allows files
to be printed at the same time as
other tasks, Comprehensive
debugger- disassemble programs
and step through them, intercept
OS calls, search memory or find
where a routine is called from
automatically, Diagnostics
function- check the internal
functioning of your ST disk
analyser, custom format disks,
read/write sectors, hide files,
Utilities- the SuperMon also has
many utility functions available,
including reset proof RAM disk,
mouse trap function, time display,
screen snapshot and 50/60Hz toggle.

Ultimate Ripper£25

Including SuperMon£35

Epson Printers

The LQ-150 is a fast quiet 24-pin
colour dot matrix printer.

Epson LQ-150 + cable£229

Tractor unit£29.95

Black ribbon£5.95

Colour ribbon£15.95

Epson LQ-100 + cable£209

Miscellaneous

Atari Mouse£15

Power Clock£17.99

Optical Mouse£29.95

Replacement optical mat£10

100 Branded disks + box£49

10 Branded disks£5

Intruder 1 joystick£29.99

Maverick 1 joystick£15.99

Apache 1 joystick£7.99

delivery: next day £5.00 2-3 days £2.50 Saturday £10.00
deliveries are subject to stock availability, all prices include VAT, E & OE

JIMMY CONNORS TENNIS

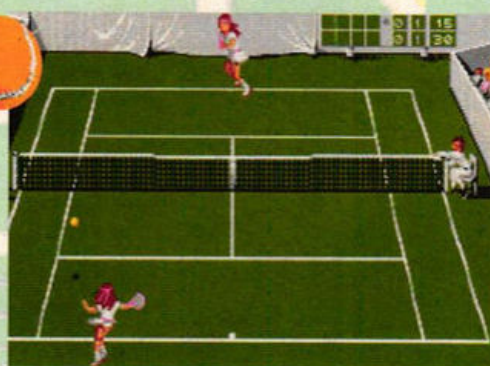
■ Use the Ball Machine to practise all those winning shots.

Avoid all those blisters and strained, aching muscles by playing tennis on your ST. Time to warm up for some on-court action

Tennis is definitely upon us, what with Wimbledon just having finished and the footie season over. So why not hunt out your racket and trainers and get yourself down to the nearest tennis court? Well it all sounds a little too much like hard work, doesn't it? Alternatively, if the nearest to exercise you get is lifting a pint to your mouth then *Jimmy Connors Great Courts 2* could be your glass of Robinsons.

It's probably best to ease yourself in gently with a bit of practise with the Ball Machine. This is essential to familiarise yourself with the controls and get to grips with the different strokes. It's not too complicated at this stage – your ST controls your players movements and you control the shots. You can program the machine to vary the speed and frequency of the balls and you can also move the machine in front of or behind the net.

Once you've become a little more confident you can progress to a friendly match. Here you are in complete control of your player. You can choose to play against an



■ Mmm, nice skrt animation.

ST-controlled opponent or rope in a friend which is a lot more fun.

Serving is achieved by holding down the fire button, aiming your ball in a ring in the opponents court and releasing the fire button when you've positioned the ring. Your player's movements correspond exactly to the movements of your joystick. To return the ball, get in position, hold down the fire button and release it when the ball comes towards you. When you press the fire button your player's movement is interrupted. You need good co-ordination and joystick skills to get your player in position quickly to return the ball. It takes a while to get the hang of it as the pace of the games is pretty fast.

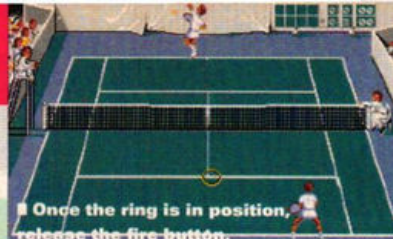
After you've mastered the movements and strokes it's time to reap the rewards and earn some mega bucks in the tournament. You have to set up the tournament fixtures by selecting the competitions that you want to play in. You can also choose whether you want to play doubles or singles. Each tournament

shows how much prize money is available which indicates the difficulty level of the match.

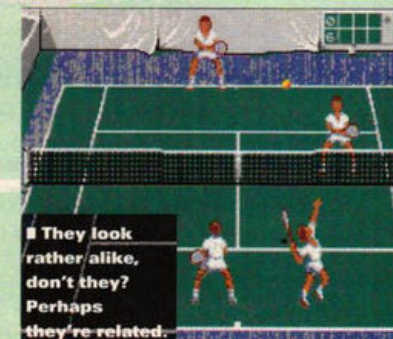
The Preference Menu consists of two sub-menus: The Court and The Player. The Court Menu enables you to choose which court you want to play on, whether to play singles, doubles or play in "dirty mode" – a three-player game described as "a new challenge for champions." The Player Menu enables you to modify your player's characteristics.

Chalk dust

Each player can be controlled by four modes: Computer, Junior, Average and Character. In Computer Mode your player is completely controlled by your ST. In the Junior Mode your ST controls your player's movements and you control the strokes. In Average and Character Modes, you have complete control over your player's movements and shots. The sprites are reasonably well animated, though they're not very detailed. Sadly, there isn't a Jimmy Connors sprite, nor are there any other big tennis names for that matter. But you can play Lothar Schmitt or Thomas Hertzler. So that's alright then. There is a little sampled



■ Once the ring is in position, release the fire button.



■ They look rather alike, don't they? Perhaps they're related.

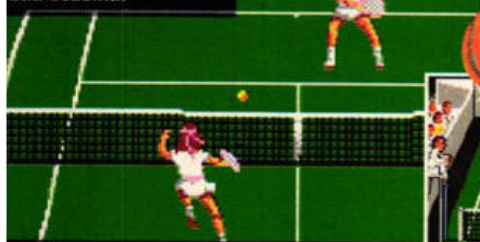
speech – the umpire speaks in a bad French accent and the crowd produce a small burst of applause when a set is finished. The ball makes a squelchy wellies-stuck-in-mud sound, not terribly realistic. Perhaps this is the place for you to insert your own sounds here; a few of Connors grunts, the odd expletive or maybe a McEnroe-style argument with the umpire.

Verdict

If you enjoy sport sims, you'll love *Jimmy Connors Tennis*. If you don't then you'll probably find its appeal a little limited. It's fun for a while providing you play a game with a friend but it soon gets boring. It's certainly not to be played on your own unless, of course, you haven't got any friends then you'll have to play against the computer. Tennis is a fine traditional English game so keep up the fine English tradition that it is and play a "proper" game instead. It's a lot more fun and it's really rather good for you.

DEBORAH COOK

■ Twins with matching pink accessories and bad eczema.



■ Right - A three-player mode, in tennis? It's called "the dirty-mode." Tennis has never been so interesting.



Jimmy Connors Tennis

Ubi Soft £9.99
081 343 9055

Highs

- Mildly entertaining, provided you play with a friend.
- It's something to do on a rainy day.

Lows

- The controls don't capture the real feel of the game.
- It's really rather dull.

60%

MERCHANT COLONY

STF get a little taste of life on the open waves (tra-latitty latitty la)

Picture the scene; writer walks into office for first time and finds desk. Glancing at all the strange people, he loads up the game he's been left to review. It's a strategy game. He wonders about life as a sandwich man.

We start in the 18th century, a pioneer on a mission to become the most powerful man on the planet by colonizing as many lands as possible. This is achieved by floating around the world at one nautical mile per fortnight in a ship laden down with people and cargo.

The game begins by showing you a picture of your desk. Here you can buy a ship, stock it, and send it off anywhere in the world (as long as there's already a port or settlement there). Sailing around involves simply placing a cross on a map, though if you really want to take a more active role in your sailing you can plot a more complicated or detailed route by placing more than one cross on the map at the time.

Once you've come to a port, the game really, erm, "starts." After spending about ten minutes trying to coax the ship to dock, you can unload your people and set them to work - building houses, producing goods, and doing all sorts of colonizy

things. This actually means they wander about the shop doing absolutely nothing - you control them in a *Lemmings* fashion, clicking on each unit and telling it either to move, or build or to start producing.

Ships in the night

From then on, the game revolves around setting up more ships to build a fleet (from the money your colonists make or from a hefty bank loan), moving your cargo ships around to pick up the goods your colonists produce, sending battleships after the pirates and paying off the bank loan.

Before we go any further, is anyone really interested in colonizing the world? Battling against an enemy army on a ridge is fun (several billion strategy games since the dawn of time, *UMS* being just one), as is attempting to conquer a territory (bits of *North and South*). The problem of colonizing is that there's no real meat to it - can you wander around dropping off blokes on islands, trading and occasionally encountering pirates? The last thing a strategy game needs is a scenario with nothing going on.

And then there are strategy nuts. If you look deep enough into any game, you'll find some basic element of strategy. *Merchant Colony* has quite a few on paper - you can form little battle fleets to patrol your waters, manage your accounts to build

■ Getting your ship to do anything other than bob aimlessly about means struggling to get the icon window on screen.



■ Your desk of command, and a rather tasteless choice of executive toys, methinks.

better communities, time voyages and ships, and even hunt down pirates. If you're into that type of strategy, you'll find something here to interest you, but for no longer than a few hours.

The other major problem *Merchant Colony* faces is the control system. For some reason, we're destined to control everything with an icon system that's about as friendly as the Kray twins at a Neighbourhood Watch meeting - the icons give nothing away as to their functions, and everything's made especially awkward by the fact that you have to be quite precise with your clicking at times.

The big requirement for accuracy is carried through the rest of the game - docking at a port seems to mean guessing which pixel of the sea your ship's supposed to be sitting on when you tell it to dock. This is something that would have taken a few minutes of any programmer's time to fix, but for some reason it's been left like that. Other oversights include the ship's inability to let you know when they arrive at port (you can switch to the ship and

look manually so they may as well tell you), automatically navigate small islands or even let colonists get back on board. That seems to be the underlying theme of *Merchant Colony* - a little thought, but not enough to do the job.

Verdict

The graphics are adequate but nothing at all impressive or even pleasing, as are the sound effects. As we've already seen the scenario needs serious help and so does the control system, and the gameplay is limiting. If you liked *Pirates* from MicroProse, play that instead. If you didn't like it, you won't like *Merchant Colony* either. If you're really interested in all things colonial, buy a text adventure or a trashy novel.

SIMON FORRESTER



■ Going abroad always ends up looking like this.



■ Pretty hefty sailing ships, huh? I don't much like the look of that spiky island, either. X marks the course.

Merchant Colony

£7.99 Impressions
071 351 2133

Highs

■ The strategy involved in colonizing.

Lows

■ Unfortunately, colonizing has no pace.

■ Slow, repetitive and unfriendly.

40%



FIRST SAMURAI

Do not despise the snake for having no horns – for who is to say it will not become a dragon?

Bell bottoms, a funny top-knot hairdo and a big sword. What could possibly go wrong for the guy who has everything? Hell's bells. What's this? Some tricky blighter known only as The Demon King disembowels his master (Lord Akira, anime apocalypse fans) before his tear-filled eyes! First Samurai is understandably upset. Time for the chap with the dodgy hair to wield his weapon.

Prepare to enter the world of First Samurai. A world of magic. A world of revenge. A world of passion. A world of multi-directional scrolling. Guide the 16th century Samurai through oriental gardens, forbidden dungeons and across a hazardous cityscape to mortal confrontation with The Demon King.

Hack 'n' slash your way through a multitude of bad-

dies (you know when you've hit 'em – they flash white, and the same goes for your Samurai bloke) with a blade crafted and fashioned in finest steel and tempered in the burning heart of a

In platform power-up tradition the sword disappears when you lose a life. Okay then, kick (there's a rather attractive flying kick, and a natty judo-esque leg sweep), punch and multiple-knife-throw your way through said multitude. Who needs a magic sword anyway?

kick results in a drop down a cavern or an apparently insurmountable object blocks the Samurai's path. Other lesser games heroes might, by dictate from their design, resort to jumping thrice their own height, but First Samurai climbs like a real bloke. A real bloke with Schwarzenegger forearms, maybe, but a real bloke nonetheless.

The second to tenth levels include some rather delicious maze sections – it's not the usual recipe of "generally head up and right." Each section is an innovative dish lovingly blended from staple ingredients – wholesome adversaries for roughage, power-ups to ensure your protein intake's healthy, the merest soupçon of finely chopped puzzle to spice things up, and a different colour sky to keep the nouvelle cuisine department happy. Tasty.

Hang on just one god-dam minute. Hack 'n' slash across platforms? Ferret out a demonic boss to avenge a loved-one's demise? Hmm, this hardly sounds new and exciting! Okay, we'll come clean. The game's not exactly new, and the format certainly isn't. But, while

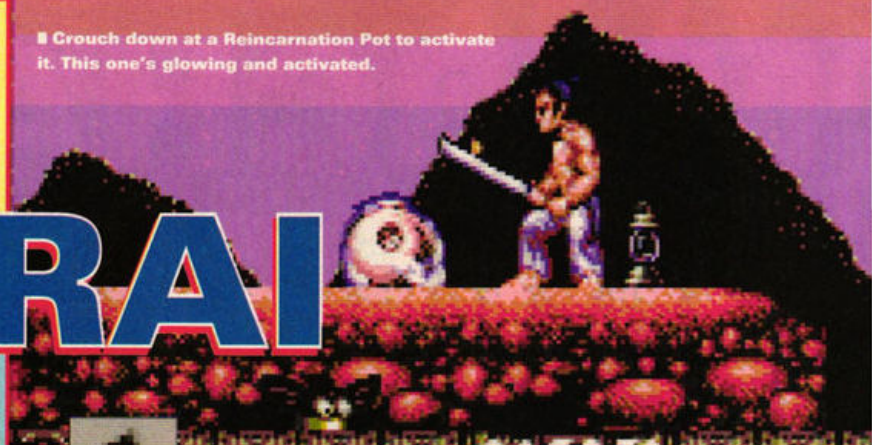
young warrior whose master has just been chopped up by a bad bloke. The weapon's magical properties are revealed when it flashes from the sky and manifests itself at your feet early in the first level (oh, sorry, it appears when you collect enough Mystical Energy – well that sounds magic enough to me).

Schwarzenegger forearms

Special semi-concealed areas tempt the impressionable Samurai from his mission. Douse fires or break down walls for access. These may well be dead-ends in terms of finishing levels but they're invaluable stockpiles of power-ups and food.

Zool-esque climbing plays its part. An ambitious high jumping

■ Crouch down at a Reincarnation Pot to activate it. This one's glowing and activated.

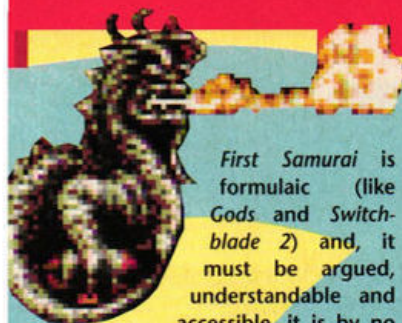


■ Ah! Smash your way through the wall to reach the potion. But what will it do?



■ Wait 'till the dragon stops breathing fire at you, then quickly run in and chin 'im one, grab the Swiss roll (it's actually a log) and get out of there.





First Samurai is formulaic (like Gods and Switchblade 2) and, it must be argued, understandable and accessible. It is by no

means average. First Samurai's first release was a breath of fresh scrolling-platform air, and now on budget, while hardly innovative, it still merits a place in the higher echelons of ST combative adventures. Why? Because the whole game works.

Take me to another dimension

Another pleasing dimension to First Samurai is the time travel element. It all stems from that tricky blighter at the offset, The Demon King. Having offed the Samurai's master,



he creeps silently upon the Samurai and his Master...

Here comes the bad guy hatching his evil plot. Cool Hiss! Please note the arty Ran subtitles.

the aforementioned Mr Akira, (while yer lily-livered pony-tailed Samurai geezer was doubtless either too gobsmacked or too yellow-bellied to join in the fight) The Demon King disappears to guess where? The future, damn his eyes! First Samurai then takes a crash



course in magic from the Wizard Mage and, amongst other things he learns the rudiments of transportation. In return for his not inconsiderable troubles, Mage requires the young Samurai to collect certain "special items" and doubtless deliver them to him in a plain manila envelope.

The transportation isn't as simple as sci-fi would have us believe. None of this "Beam me up, Scotty" nonsense. No, no. You must find the appropriate potion (typically hidden behind walls that need a good kicking or guarded by scary-looking bosses. Find the little bottles, crouch down to pick them up, and you'll be magically whisked away. But where?

To the Reincarnation Points

Ah, yes, Reincarnation Pots. They'll be those little earthenware receptacles that glow with static charge.

They're dotted around the landscape and spaced well enough to be useful.

The Reincarnation Pots serve as standard restart points, for example, lose a life, and Sammy the Samurai reappears at the pot (with a pleasing, but somehow familiar sound effect). They also serve as a base for transportation. Each pot must be charged up by the mystical energy that Sammy generates during play. As that energy is limited, only one can be active at any one time, which adds a strategic element to planing your transportation antics. See? It's a cut above standard.

How does it look?

Erm, take a look at the screenshots. Good aren't they? Oh, what you mean is: "How does it look in motion?" Well for goodness sake,



An Innocent white rodent looks on bemused at a scene of slaughter. The escapees from Allen make short work of Sammy - or should that be Firaty?

dig a tenner out of your wallet, or raid the five pence jar or whatever and load up your own disks, don't just leer at our screenshots. Bigger off. Get your own! At this price you're a fool to yourself if you don't yourself bag a copy.

The background graphics are top class, the scrolling works without a hitch or a glitch and the animation's very good, if a little jerky. Then again it doesn't move incredibly quickly so overall it feels as playable as you'd want it to be. For a tenner, anyway.

Armed and unarmed combat are both a thrill, and when your energy's low enough to rob you of your sword and throwing-daggers (there are plenty lying around - simply help yourself to them) Sammy's karate skills are a treat. The reverse kick feels really good. It's a special move reminiscent of Matthew Le Tissier's edge-of-the-box flick that set him up for his goal-of-the-season contender. That goal came third in the goal-of-the season competition, by the way, but then did you see Rod Wallace's winner? Stunna! Sammy the Samurai would do for the J-League what Eric Cantona's done for the English Premiership. But anyway...

Suitable

The music's suitable for the game. It's quite alright for a while but gets a little repetitious. The sound samples are crisp and clear, and once again fitting to the feel of First Samurai, especially the return-to-Reincarnation-Pot effect.

Use the Personalised Access Code on disk two to store your game at any completed level. The clever little thing remembers how many of your five lives you've got left, along with health status and number of bonuses earned. Now run along and put the kettle on. Oh, you're not that clever are you? First Samurai is a big game, and, unless you've got very little to do with your life, don't expect to finish the whole thing in one sitting. Use the save game facility, and come back to the levels, the bad-dies, the swashbucklingly romantic top-knot, and the special pants at your leisure.

First Samurai doesn't do anything incredibly out of the ordinary, but what it does, it does very well, and is a joy to play. Healthy double-helpings of gameplay, a bread-and-butter tear-jerker storyline, a neatly garnished side-salad of graphics and one of the most special pairs of pants ever to grace the ST add up to a thoroughly digestible game. Buy it. Now!

JOSSE BILSON



The forearm is energy. The apple is food. The terracotta pot in the middle is pure magic. The 000000 is the score - look this was the first grab, okay?

First Samurai

£9.99 Ubi-Soft Collectors
081 343 9055

Highs

- Classic arcadey gameplay.
- Easy graphics and workable animation.
- Charm.
- Special pants.

Lows

- Another slash 'n' hack platformer?

85%

INTERNATIONAL SENSIBLE SOCCER



And remember if the score stays the same and no more goals are scored then the result will stand as it is

Although it only seems like yesterday, it's almost two years since we first reviewed *Sensible Soccer*. Andy Lowe delivered the match commentary then and the lad was so impressed that he awarded it a net bulging 91 per cent; "The most fun you can have indoors without taking your team scarf off" he cheered scampishly.

This leads to a quandary however, as *Sensible Soccer* was so good, that the lads at Sensible have found it almost impossible to tweak the gameplay to any great degree for this new version. That's not to say that there aren't any changes, there are, but most of them are cosmetic in nature, merely adding icing to an already sumptuous cake.

So where does that leave *International Sensible Soccer World Champions*? Obviously, it's been timed to coincide with the World Cup to coax those few unfortunate individuals who haven't yet experienced the



■ The Brazilian's were in fine form until the semi's - as per usual.

divine revelation that is *Sensible Soccer* into buying the game. But it begs the question: "If I've already got the original, is this new version worth buying?" The answer, unfortunately, has got to be "no, not really". But it's a "no" with some major reservations.

There's an option to upgrade your old disks to the new version for a mere eight quid, which is more enticing than the stand alone version which costs £19.99.

Before you decide though, let's investigate further just what these changes are:

1) The Back Pass Rule; just as with the real thing, the goalie can no longer pick up the ball if the last person to touch it was one of his own players - other than from a shy or a header or if it came off of one of his own players who had committed himself to a tackle. This lead to the hilarious situation in one of the review

games, where the goalkeeper was passed back to by a member of his own team, ran up the pitch and scored an excellent 25 yarder. The phrase "Beat that Bruce" springs to mind for some reason.

2) Red cards, yellow cards and suspensions. In all Leagues, Cups and Specials, this handing out of cards has special significance. If a player earns himself more than one yellow card, it results in him being suspended for one match. Three yellow cards or one red card witnesses the player picking up a two match ban. And if the player is a really naughty boy (or is found to be French in a Manchester zone) and earns a red card and a yellow card, he can look forward to a three match ban.

3) The *Sensible* "Specials" represent what is probably the biggest change to the original version. The World Cup Championship, well is an exact replica of the current USA tourney. A win earns the victor three points, one point for a draw and no points for a loss.

There are two more changes to the Specials. Beginners can now get to grips with the game through a Turkey Tournament and a Booby League. The Turkey Tournament is a 16 team competition comprising a two-leg first round knockout from which the winners go into two groups of four teams who all play each other once.

The Booby League is a straight league of eight teams who play each other once. Both of these specials offer the easiest teams to beat; a sort of beginners introduction or option for folk who really like to gloat.

The final change to the Specials Options lies in the structuring of the European Cup Tournament. Teams now line up into two groups of four teams after the completion

■ Some team - patently not England - win the World Cup. They probably cheated.



■ As if by magic the referee appeared. Mr Benn had a yellow card as a memento.

of the second round matches. The winners of both groups then play each other in a legged final.

That's just about it. The only other difference is the inclusion of an animated referee for handing out cards. He appears in much the same fashion as the shopkeeper from the Mr Benn.

Verdict

So, now in possession of all the facts we'll ask that all important question again: "Is *International Sensible Soccer* worth purchasing?" If you don't already have *Sensi*, what are you doing reading this review, go out and buy the *International Edition* now. If you already own the original it's a more marginal decision; can you live without the changes and is eight pounds too much to pay for them? You're on your own with that one. We've got a copy, so we're happy.

STEVE MCGILL



■ Thanks to the backpass rule, your keeper can now go walkies.

■ Now why isn't Matthaus a star player? He's really rather good!

Sensible Soccer

£8.99/£19.99
071 4819214

Highs

■ It's *Sensible Soccer*, only more so.
■ World Cup Tourny.

Lows

■ No Scotland or England in the finals.

91

GAMEBUSTERS

**Gamebusters
at your service.
No job too
small, no cheat
too loathsomely
unsporting**

ISHAR DAZE

Following on from last month's advice on running Frontier from hard drive, here's Ashley Taylor of Grimsby in South Humberside with a similar tip for Ishar

Copy all the files to a directory called Ishar on your hard drive. Now copy the program called

START as well. That's the START program from the Auto folder on the boot disk, and not the one already in the Ishar folder. When loading, leave disk A in the drive. This tip also works for Transarctica (and probably for all the other Silmarils games).

The problem is, and I've not been able to solve it, you can't save to the hard drive. Can anyone help? And what is the SID program for, anyway?



Never stand under a tree during a storm. You might get hit by a cow, or something.

FRONTIER GAMETEK

The amount of post about Frontier is frankly silly, and is roughly divided into pleas for routes to easy money, and descriptions of routes to easy money. Does nobody play fairly any more?

Mark Blunden of Queens Park in Bournemouth suggests this: Go to the Barnard's Star system, dock at a space station and sell all of your equipment bar the Automatic Pilot and the Hyperdrive. Use the money to buy as many tons of robots as possible, plus one ton of hydrogen fuel. Go to the Sol system and head

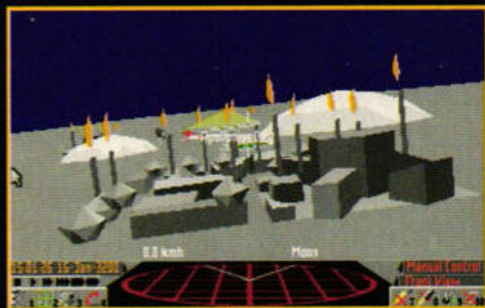
for the nearest space station. Dock, and check the bulletin board for a "Wanted: Robots" ad that offers at least C1,700 per unit. Sell your cargo, buy hydrogen fuel and two smart missiles for insurance. Buy luxury goods and return to Barnard's Star, dock and sell the luxuries on the stock market. After three or four runs, you have tenfold your original investment.



Swapping insurance details must be fun. ("The liability is obviously glurk. Choke." Etc.)

Patrick's Exchange on the bulletin board; he pays you 3,100 credits to take away precious metals, because they're illegal. Take as much as you can, then go to the shipyard and buy the biggest ship you can afford. Your old cargo is lost, and you can then return for more illegal metals. Don't use the time control when buying a ship, because after a while the Exchange gets busted, and undercover police move in. This should net around C1.6 million.

Andrew Johnson of Winchester offers an out-and-out cheat for, er, Frountear, in the process sweeping aside the usual uninterestingly ill-educated submissions to win our coveted Illiterate Of The Month award. His unpurgated cheat: Start on Lave. Sell everything on your Ship Missiles even the engine. Bye seven passanger cabins get a wanted a fast ship to somewear it doesent matter ware go Back to shipyard By an interplanetary shuttle it says you can't Bye this because you have pasangrs on Board. Keep on pressing By and get loads of creadits.



Five years in the making, and so buggy you could pop the Banana Splits in it for a location shoot.

Ben Waine of Occlystone in Cheshire suggests this: Start on Ross 154. Buy four tons of hydrogen fuel and hyperspace to CD-44*11909 Sector (-1,-1), then to Luton 205-128 (-1,-1) and finally to Cemiss (-1,-2). Find Emerald on the system map, and then find Mackenzie Relay. Dock here and sell all of your equipment and cargo. Find



A face so obviously made up from Identikit components, it's embarrassing.

CAPTAIN BLUNDER

Hello readers. As you can see, I've made a full recovery from last month's near-fatal beating. I've just enough time to answer a few of your admirably succinct questions before being double-locked into a steel box welded to the floor of the cockpit of a rocket and shot into space for some reason that temporarily escapes me. Ah, what a madcap life one leads



Cheat

Have you a cheat for Ikari Warriors? Infinite lives would be jolly.
Jean Farrel, Northants

CB: Very certainly indeed. Play reasonably competently enough to warrant a high score, and then type "freeride" for those jolly infinite lives. And another thing: hold down <F1> on the "game over" screen to make the tanks invincible.

Cheats

Have you got any cheats for Operation Thunderbolt? I really need one. Or two.
Peter Bjarnason, Iceland

CB: Get on the high score table and type your name as "wigan ninja" for infinite lives. Alternatively, have a go at the Speccy version with, unsurprisingly, "speccy mode."

If you find the laser sights useful and want them set permanently on, press <F8>, <F7>, <F6>, <F5>, <F4>, <F3> and <F8> on the title screen, in sequence. Now press <F1> or <F2> three times for either a one- or two-player game.

AMBERSTAR THALION

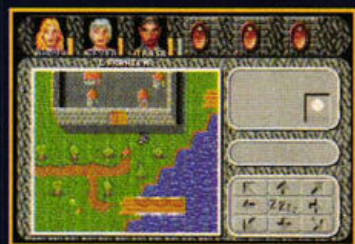


Famous as the game whose advertising campaign entertainingly forgot to mention both game name and publisher, Amberstar is

here tipped extensively by Alan Randall and Darren Coull in a really smartly presented manner. Makes a change from all the illegibly scrawled cheats written on pages torn from exercise books, anyway

The best characters to start with are Satine the Grey Wizard, Trasric the Black Wizard, Drobanir the Warrior and Boldin the Thief. Make Thalion the starting character a White Wizard and Gryban a Paladin or Ranger.

For the first adventure, get one or two of the first four characters to do your fighting for you,



■ The spirit of Nutts lives on within this remarkably lifelike gnome.

and concentrate on and around Twinlake so you can use the magic water found in the graveyard instead of having to pay for lodgings. Wait in the graveyard at night, and say "Gwemdolyn" to the ghost to get the key to the temple.

Riddlemouth Answers

Situation Answer

Lord Drebin's House

Blue Pearl	Leonore
Weeping	Fenora
Proud Old Man	Calwell
Pirate	Maltor

Wizard Founders

White Wizard	Kasimir
Grey Wizard	Landonis
Black Wizard	Nicademus

Cottage NE of Twinlake

Answer	Jonathan
--------	----------

Egyptian Tomb

Answer	Relanukh
--------	----------

Hall of Peace

Beloved Flower	Jasmin
----------------	--------

Sansri Temple

All but final	Sign
Final	Serpents

Dwarf Mine

Answer	Sarod
--------	-------

Swamp/Sewer

Answer	Water
--------	-------

Riddle Master Tower

First Riddle	Ear
Second Riddle 1	Sun
Second Riddle 2	Snow
Third Riddle	Shadow
Fourth Riddle	Thought
Fifth Riddle	Cherry
Sixth Riddle	Rainbow
Riddle Masters	Life

Old Herb Woman's Cottage

Entrance	Mera
Labyrinth	Sprites

Dragon Castle

Entrance	Gelinda
Second Riddle	Lugthir

Wind Gates

Windgate Island is set out like a clock, and the twelve gates go to the following locations:

1. East of Twinlake, South of Elven Village
2. Castle of Manyeye
3. Island off NE coast
4. Forest north of Crystal
5. Forest west of Frogpond
6. West side of Lyrarnion along mountain range
7. Island of Snakesign
8. Island to NW with shipyard
9. Near Black Wizard Tower
10. East side of Lyrarnion, at coast
11. Island south of White Wizard Tower
12. East of Old Herb Woman's House



■ A woman standing on a giant eagle flying towards an antagonistic dragon circling a tower hamlet in the valley of a forbidding castle being watched over by a spirit of the sky manifested as an old man. Yesterday.

Swamp/Sewers

You have to place certain gems in the holes in the walls, and then use the wheels to create gushing water that pushes the fallen rocks out of the way.

Circle	Gem
Yellow	Amber
Blue	Topaz
Brown	Earth Stone
Multi	Rainbow
Red	Ruby
White	Diamond
Green	Emerald
Bright Blue	Quartz
Final	Mountain Crystal

Amberstar Pieces

1. In hut on Lost Island. Go via Old Villa Teleporter.
2. Chest in Crystal. Get key from Orlando.

ELITE TELECOMSOFT

Everyone loves Frontier. So much so, in fact, that interest in the original Elite has been rekindled. Witness Matthew C Bailey of America's famous Virginia and his tips

Don't bother with side and rear lasers. Use missiles only if neces-

sary; four disappear alarmingly fast. The following enemy ships have ECM systems: Wolves, Asps, Geckos and Thargoids. If you are fighting a Thargoid and it releases Thargons, destroy the Thargoid and collect as many Thargons as you can in your fuel scoop. They count as alien items and are worth a bit.

When you are jumping towards a planet and see pirates, immediately stop your ship. Turn towards them and destroy as many as possible at a distance. If a pirate gets close, go to full speed and dodge around until they're in your sights again. Don't pick up the cargo, as it's usually illegal.

If you play for long enough, you have a hyperdrive malfunction and break out of warp to a dark area. There are one or more Thargoids nearby, and killing one makes another appear. Don't panic - you just have to survive for long enough to make repairs (about five minutes) so you can escape.

No tips, but a cheat

I've been playing Voodoo Nightmare from GBH for several months, and I'm stuck on the third temple, the Temple of the Eagle. I think that I've collected most of the diamonds but I seem to be missing a final door, or something. Tips? Cyril Beaumont, Suffolk

CB: No tips, but a cheat. You see, when night falls, the monsters disappear until morning. (They go to sleep, or something equally inappropriately twee.) So, while playing, if day dawns, pause the game. Night falls, and you can wander about without fear of being attacked.



Cheat for Escape From the Planet of the Robot Monsters

Have you got a cheat for Escape From the Planet of the Robot Monsters? Gareth Williams, Dyfed

CB: Yes. At the end of a level, go to the end barriers and, while firing bombs, push yourself forwards and to the left, middle or right, and you find yourself transported to the portomatic. Simple, eh?

■ EFTPOTRM, as it's affectionately known, is impractically known. ("Hey, it's EFT-POTRraagh." "Medic." Etc.)

3. **Firlas in Crystal.** Give him Spike Bone.
4. **Chest in Sansris Temple.** Illusionary wall behind her.
5. **Drebin's Chest.** In his house in Crystal.
6. **Pirate's Chest.** In Manyeyes Realm.
7. **Tomb of the Pharaoh.**
8. **Manyeyes Piece.** In chest near him.
9. **From Kelvin the Bard.** Give him the harp.
10. **Under a stone on the Frog-pond Isle.**
11. **In the treasure of the Dragon.**
12. **In the dwarf mine.** Give crown to Donner.
13. **In the old Ranger Guild.** On the five sisters. Go via new Ranger Guild and say, "Amberstar," to Annorel to get staff of opening.

Assembling the Amberstar

You have to answer some questions

Question	Answer
Knowledge	Mork
Ally	Bralkur
Master of the Sea	Sobek
Mother of Life	Gala
Falsehood	Sansri
Friend of the Eagles	Nut
Evil	Lord Tarbos
Power of the Earth	Geb
Mother of Death	Bala
Fire	Harachte
Traitor	Marmion
What is coming	Talmit

Dragon Deep Entrance

- A. Water entrance/exit
1. Riddlemouth. The question is, "What is the name of the second guardian?"
- You can find Boldir here. Recruit him, but beware of his profession.



To find Dragon Deep, go north from Twinlake until you reach the forest. Follow the forest round to the west until you reach the end. Go north until you reach water and then east.

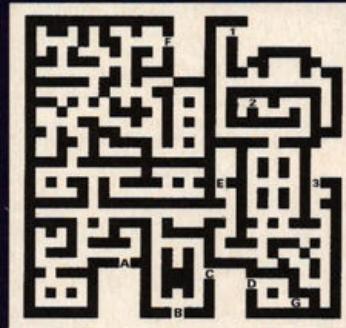
Cross the first bridge and head north to the dock. Board the raft and follow the calm water to the north-west until you reach Dragon Deep, which is in a cluster of islands.

Crystal Merchants

1. Captain Carlos Ships (9-20 hours).
2. Temple of Bala.
3. Ewer Foodstore (7-17 hours).

Doors and exits

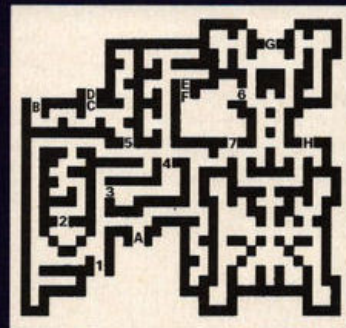
- A. House of Lord Drebin.
- B. Main entrance/exit.
- C. The Jewel Tavern (front).
- D. The Jewel Tavern (rear).
- E. Crystal Merchant.
- F. Guild of Paladins.



Twinlake

Merchants

1. Horse Stables (6-22 hours).
2. Healer (all hours).
3. "Knowledge" (12-16 hours).
4. Merchandise (9-17 hours).



5. Idla Food (8-18 hours).
6. Rafts (10-18 hours).
7. Guild of Warriors (all hours).

Doors and Exits

- A. Dancing Dragon Inn.
- B. Garden/Graveyard.
- C. Sewer Door.
- D. Sewer.
- E. House Door.
- F. House of Family.
- G. Main entrance/exit.
- H. House of Shandra.

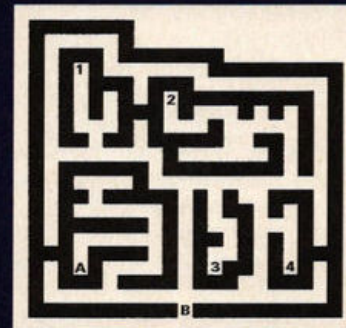
Gemstore

Merchants

1. Drollnur's Jewels (10-16 hours).
2. Thelloc's Store (8-18 hours).
3. Draonon's Food Store (8-18 hours).
4. Torbus Tools (10-17 hours).

Exits

- A. Gemstone's Inn (all hours).
- B. Main entrance/exit.
- C. Obviously missing exit.



Equipment

The military laser is by far the best. Buy an energy bomb, but it's not really necessary. Only the Thargoids really give you any trouble, and they're immune to them. Also, if you explode such a bomb and there are traders in the area, you become a criminal.

An energy unit and cargo bay extension are musts, as is a docking computer. Turn off the docking sequence from the options screen, because the sequence slows down the game and occasionally crashes your ship. A fuel scoop is a luxury; by all means pick up cargo and Thargons, but don't try to snaffle

fuel from the sun. If you're in a hurry to get to a certain planet, buy an escape pod and use it as soon as you come out of hyperspace. Don't forget you lose your cargo though.

Trading

Always try to fly from industrial planets to agricultural and vice

versa. At industrial planets, buy as many tons of computers and machinery as possible; at agricultural planets, buy liquor and furs.

Don't be tempted by smuggling, as legal profits are large enough. Besides, the police eventually catch up you every time. Curses, etc.

I see by the launch clock that time has beaten us once again. In but a few moments I shall be blasted into the void of space, to float helplessly for some greater purpose. No doubt the lack of oxygen, or, indeed, cabin pressurisation, is to be explained to me over the radiophone once I am airborne. Or in orbit. Or, as someone has just comically suggested, when crashing in flaming pieces back to the surface of the planet. See you next month, though I can't imagine how.



LOOSE ENDS

With the Captain condemned to a frighteningly brief exile in space, this seems an ideal opportunity to turn some of the more tricky questions over to you. If any of the following queries ring bells in your head, write in with the solution for a gratuitous mention from everybody's favourite tipster, or a reasonable facsimile thereof should his lack of

life-support prove too much for the plucky rascal. Write with your answers, or even more questions, to Gamebusters, ST FORMAT, 30 Monmouth Street, Bath BA1 2BW.

Talisman

In *Dragon's Breath* by Palace, I can only find the first piece of the talisman - the one in the town of Olorn. Where are the other two?

Simon Fuge, Dyfed

Monks

I'm stuck in the monastery scene in *Future Wars* from Kixx. I've found

the Bio Challenge card, but as I try to escape, the monks pounce and kill me.

Ben Bowen, Rhondda

Safe

We can't find the safe in *Maniac Mansion*, nor the combination we expect we shall need.

Chris, Mark and Paul, Wisbech

Combination

We've found the safe above the nurse's room, but, as we anticipated, need the combination.

Chris, Mark and Paul, Wisbech

CHAOS STRIKES BACK PSYGNOSIS

It's the second and final part of Matthew Dixon's positively gargantuan Chaos Strikes Back solution. Refer to STF60 for the first part and a useful table of keys, and STF59 for a general overview of the levels. Well, you should have subscribed then

Ros Section

Food and water are scarce in this section, so come well-equipped. The section starts at the Onyx Door, and there are two ways to reach it, depending upon which altar you start from. One passage leads you straight to the door, but the other winds through false walls and past pits. Beware, as the directions point you straight into these. There's also a sneak thief around here. Eventually you come to a pressure pad, which opens the portcullis.



Onyx Door

Pull the lever to open the first pit. Throw items into the teleport behind you so they land on the pressure pad and close the second pit. Heading away from the Onyx Door leads to an illusionary wall opening on the Worm Level.

To get the Onyx Key, go up the stairs and follow the passage to the door. Open this and lure the Death Knights away, then pull the lever at the head of the stairs to drop them through both that pit and the one below. Go back to the door, kill the Rock Monsters and

pits to find a Gold Key, and the Onyx Key. The exit is near the grate on the wall.

Behind the Onyx Door

Mummies are here. Stand on the pressure pad to open a passage which ends in a false wall. Behind it is a helmet. Return to the portcullis where you killed the skeleton and carry on along the passage with false walls. Eventually you reach a room with a torch in a holder. Remove the torch to open a pit behind you and a room full of Mummies to your right. Kill the Mummies. The room has a false wall which leads to some treasure. Beyond the pit are a door and some stairs. The stairs lead up to Death Row Level; the door leads to the Cistern.

Death Row Level

Find the holes in the wall. They shoot fireballs at you if you step on the pad nearby, or take the Green Gem. So take the Iron Key from the pad and wait for the fireball to pass before leaving the alcove. Three Scorpions have been activated, so prepare your spells and destroy them. Trip the switch in the room beyond and kill the Scorpion in the room behind the teleports.

In the far room is a Gem in the wall, but taking it launches fireballs along the length of the passage. To avoid getting killed, get the Gem and move to one side. After the first fireball passes, close the door and move in front of it.

The second fireball destroys the door, but you escape injury. Repeat the process until you reach the room and can duck in. The door opens automatically. Go up the stairs. Pick the lock here to emerge near the staircase.

Surprise Attack

You're surrounded by illusionary walls and Dragons. The Dragons can attack even when you can't see them, but a few fireballs see them off. Eventually you reach a room full of pits and Dragons. Send in a full-strength poison gas cloud and wait. A passage off from this level leads to the Coin-in-Slot Level on Ku with one addition – a Gold Key slot revealing some armour. Use up the Gor Coins again and you

receive armour and weapons.

Do not leave the illusionary wall maze without the Emerald Key.

Neta Section

The first room here contains a few Oitu and Shriekers that are easily disposed of. One door leads to an altar; the other weaves through a section filled with invisible pits and Munchers. Don't fall into the Muncher Pit or you die. Going up you come to a room with alcoves and pressure pads. Ignore the switch in the corner, as there's a pit in front of it. Use the Horn of Fear to force the Mummies into the alcoves and seal them in. Once all have been trapped, the door opens. Don't go through yet – return to the switch which opens the alcove and collect the Golden Cross.

Go up again. Stand in front of the moving Turquoise Key and scroll in the next room to stop them. The room beyond this contains a Green Blob and an invisible teleport. Go up, but have a Cure Poison flask ready, because you are disorientated by a switcher and poisoned by a gas trap as you enter the room. Do not fall into the pit, as it leads to a room full of Green Blobs. Find the false wall and hit the switch. The stairs up lead to the Coin-in-the-Slot section.

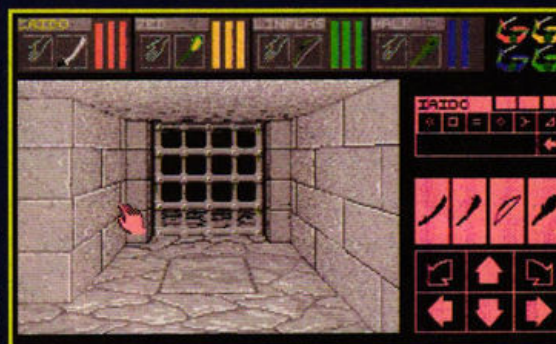
Dain Section

From the altar, put the stone in the Ghoul's mouth. A wall vanishes and Munchers attack. Use low-power fireballs to kill them. Enter their room to find an invisible pit, a passage leading to an altar, and a switch on the wall.

Return to a teleport to go to Spider Crossroads.

Spider Crossroads

There are four sections behind the portcullis. Stepping on the first pressure pad creates a Spider in the section you are entering or leaving. Stepping on the middle pad opens all portcullises. These lead to an altar (Start two), stairs going up to a wall, stairs going up to an empty room, and a teleport and stairs respectively. The latter set of stairs lead down to a wall. If you fall into a pit, hit the wall switch to open the stairs. Face the first teleport and go forwards, right, forwards, forwards, right, forwards, right, forwards, forwards, left, forwards, forwards, left, forwards,



■ Proper cowboy job, my friend. Not a spot of mortar in the place. It's all going to have to come out, of course.

right, forwards, forwards, right, forwards, left, forwards, and up.

Laughing Pit Level

The Laughing Pit stays open for a random amount of time. Once crossed it opens up the room behind you. Take the new passage, leading to a staircase, which goes up three flights to Coin-in-Slot, and a door and a teleport. Shoot a fireball into the teleport and it swings around to kill the Antmen and open the door. Stand where the Antmen are and cast Open Door into the teleport. Move in front of the door and kill the Antmen once they have closed the invisible pit for you. One Antman carries a Gold Key. Go through the room to find a Gem.

Watery Death

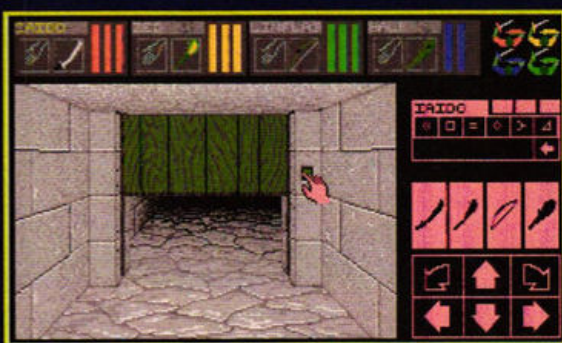
Return to the Laughing Pit and go down the other passage to the Gold Key door. Fireball the other doors – a cheap trick to use up your mana. Stepping on the pressure pad blocks the room at the end and releases Rives and Water Elementals. Keep advancing until you're in the room proper. If you are grievously injured, press the button to teleport back to the Laughing Pit; otherwise, carry one and pull the lever which raises the portcullis in front of the stairs. Go up to find the altar (Start three) and a passage leading to a room filled with flying fireballs.

Fireballs Everywhere

Kill the Rives and ignore the wall buttons. Zig-zag across the room and raid the altar. Destroy the portcullis with a fireball.

Prove You are a Wizard

The next room features a lot of pits. Use Open Lock spells to release the Couatls and destroy them all. Stand in front of the eye and cast the Rock spell to teleport to The Bridge. Hit the switch in front of you, step back three squares and you teleport back to The Spiral.



■ Where's that door going, then? It can't roll up into the walls, and there's another level above. Hurdy ho.

find the "Give up, pull the lever," inscription. Get the key from the altar and pull the lever. Throw items into the teleports until you can get the Cloak of Night from the alcove; you can recover the items later. Go back, down, and use the stairs to get to the Worm Level.

Worm Level

Worms breed here, so there's plenty of food. Loot the bodies of the Knights you dropped into the

The Spiral

Find the alcove with the map and press button A as indicated. Facing the alcove, but not stepping in it, move two squares left and forwards into another illusionary wall. Follow it round and press the buttons until the pit in front of the key disappears. Get the key and open the lock in the wall. In the next room is a chest containing the Ra Key. Return to The Spiral and hit the other button in the alcove near the key. Go down.

Cistern

Step through the illusionary wall and hack down the door. The water Elementals are here. If you teleport, you reach another teleport. I've not reached the door. The pit near the illusionary wall drops you to the Junction.

From Ku Door (Solid Key)

Kill the Golem. Open the door with the Solid Key you looted from Mongor. Head along the passage to find the "Dead End" sign. Walk right up to it, then retrace your steps until you meet the Death Knights who have appeared. Run to the wall and defend your position until it opens, then run through. Near the second dead end, which really is a dead end, is a switch which opens a staircase leading to the Dragon's Den. There are Dragons here, each in a cell. Stand in front of each portcullis to make the



Dragons destroy them; you can now fight the Dragons individually. The cells contain a chest and a

Square Key, but don't go through the illusionary wall as this leads to more Dragons.

One room has an eye on the wall. Hold the Power-Tower's Leg-Plate in front of this and another wall opens, giving access to a passage with stairs at either end.

Corbum Level

One staircase leads up to a room with a Golem and Devil Dogs in it. Just run past, as the monsters regenerate whenever you return to the room. Go through the door to the room of pits. Here is the Corbum. Stand on the pressure pad and the pit vanishes, but only for a moment. Rush across to get the Corbum, dropping heavy items and using Temporary Dexterity spells if you have problems. A fall drops you to another room of pits – falling in one of these returns you to the Worm Room.

Take the corridor to your left and go up. Once you have the Corbum, the door and Golden Portcullis open, but you may not want to go up yet.

From Neta Door (Turquoise Key)

Take the stairs up from there to reach a pit. Close the pit by putting an item on the pressure pad. This leads to Fireball Passage. Use all your fire shields and dodge into alcoves to recuperate. After Fireball Passage comes a room with a Blue Gem. Place this in a slot to open the altar. The left corner wall is illusionary, but the stairs going down take you to a one-way teleport only accessible from the other side. In front of the invisible pit, wait for

the passage on your right to open. Hit the switch and dash past the pit. If you fall, move immediately to your left as another pit opens up beneath you. If you meet the Giggers, kill them well away from the pit, otherwise they escape down it with your belongings. One of the alcoves beyond the pit contains a Mummy. Run past, because the fireballs are continuously shot at you. When you come to the Corbum Pillar, time your rush forwards with the flashing pit – when that one is open, the one in front of you is closed. There is a switch on the right behind an illusionary wall.



■ And through acts of great courage and with exemplary burgling skills, our heroes freed the oppressed fruit.

From Dain Door (Ruby Key)

Open the Dain Door with the Ruby Key and go up. Ignore the items in the alcove, as taking the last one opens a pit. Go along the passage and press the button on the wall to open the door. Beyond is the third Corbum. Hit the switch behind the illusionary door and step on the two illusionary pits while dodging over the real one.

Going to the Ful Ya Pit Level from here, you find locks for the Ra Key and a room full of Gor Coins that teleports you back and forth. Watch out for the pit that opens beneath you.

From Ros Door (Emerald Key)

Just beyond the door is the Zoomer. There are two ways to get off it – either towards the Demon, or towards the pair of Demons. The pair guard a Gold Key door which opens onto a chest full of food. The single Demon is guarding the way forward.

There is a switch on one wall. A rope is behind a portcullis. Get the rope if you haven't already got one. An illusionary wall leads to a staircase going up to the top level. The teleport up here takes you to a place where you need two Keys of B to get Boots of Speed. There is also an alcove containing four Slayer arrows.

Pit Puzzle

This puzzle is probably the toughest in the dungeon. The chamber is segmented by pits; to travel between segments you have to go upstairs and climb down the correct pit. If you have problems telling which pit leads where, go upstairs and throw expendable items into them to see where they land. Eventually you reach the Corbum Pillar.

Hit the switch on the illusionary wall and cross the flashing pit to the second such wall. Time crossing the second pit so the one before the Pillar closes. Now go up, find the illusionary wall in the maze marked with the Ghouls' head, and go to the Ful Ya Pit to complete the game. **stf**



CANNON FODDER VIRGIN

One of the best games ever in the history of all things, Cannon Fodder is well-known for the evil trickiness of its later levels. Level 17, for example, is particularly unfriendly. So raise your arms and wave them enthusiastically for Cameron Winstanley of Wigan and his solution for this very mission

Blow the door of the house next to you, and then cross the river (1). Head along the road, then charge the sniper (2) before grabbing the tank and destroying the hut (3). Blast the barricade across the road, shoot the launcher (4), the house and then the hut (5). Once everyone's dead, the hostage wanders over to your tank, so head down to the bridge (6) and get everyone

out but one soldier. (Just a precaution so that if the tank gets blown up as you take out the turret, you don't all die.)

Cross over the land bridge to the Red Cross tent and shoot the final, hard-to-spot sniper to complete another mission. Then place an order for my *Official Cannon Fodder Playing Guide*, priced £9.95 and available from all good and, indeed, reasonably okayish computer shops, or directly from Future Publishing, Freeport BS4900, Somerton TA11 6BR. For you see, I'm actually Cam from *Amiga Power*, and it was all a ploy to get a free plug. O-ho.

The witty scamp, eh readers?

■ Cam loves this game so much he failed to express it lucidly over the phone when asked and so left us to invent something on his behalf.





STF'S DIY SS

Or, how to set up the USA '94 Tournament with 'classic' Sensible Soccer!

This bit of the magazine is time sensitive, so read it NOW – the World Cup final is on July 17th.

So there you are a Serious Sensi fan who's glued to the TV while the world's finest sort it out on the field of dreams. Did the ball cross the line? Should he have been sent off? Were they offside? In the real world it's all conjecture the moment the whistle blows but as you've got an ST and Sensible Soccer – you can check.

Now if you grab yourself a copy of *International Sensible Soccer World Champions* (see the review p. 64) then you can set up a tournament without even trying –

because it's already been done for you (access the tournament through 'Specials' on the options screen). But if you opt (or have) to stay with the original, read on to see how you can set up your own World Cup tournament. You can then either tackle your mates to see which team really is tops, or even let the ST play all the games to see who Sensible favour – algorithmically speaking of course.

Setting up your own world cup

Load in the National Teams Data from the playing Options Screen. Find

out which of the teams are missing from the line up and edit them.

To help you sort out this, check the following list to see exactly which teams are in which group.

The groups

Group A: Colombia, USA, Romania, and Switzerland.

Group B: Sweden, Russia, Cameroon, and Brazil.

Group C: South Korea, Germany, Spain and Bolivia.

Group D: Greece, Argentina, Bulgaria and Nigeria.

Group E: Italy, Norway, Republic of Ireland and Mexico.

Group F: Belgium, Holland, Morocco and Saudi Arabia.



placed teams were – it may be that goal difference decides who goes through. These teams qualify along with the top two teams from each group. The next bit would be easy if it wasn't for Sensi's cup draw method. To avoid an incorrect draw, use the following procedure.

Play a cup match of two teams over a single leg. Play each match in the following team and fixture order – for the sake of quarterfinal

GROUP B		P	W	D	L	F	A	PTS
1	RUSSIA	3	2	0	1	6	1	6
2	BRAZIL	3	1	1	1	2	2	4
3	SWEDEN	3	1	1	1	1	3	4
4	CAMEROON	3	0	2	1	1	4	2

■ Are Russia really that good? Have the peeps at Sensible really got it right? Will Brazil really lose to one of these sad ideas? Watch TV and weep.

The first round

Set up a league, with groups of four teams. Play out the fixtures. Record the results and the group the team belongs to. This is vital. It ensures that you get the second round fixtures in the correct order.

The second round

After the six mini-leagues are over, work out who the best four third

reference we'll name the location of the game as well:

Dallas:

Runner-up F vs Runner-up B

Los Angeles:

Winner A vs 3rd C,D or E

Orlando:

Winner F vs Runner-up E

San Francisco:

Winner B vs 3rd A, C or D

RUSSIA	1	-	3	BULGARIA
	(AET)			
U.S.A.	1	-	4	SPAIN
GERMANY	4	-	1	SWEDEN
ARGENTINA	4	-	0	MEXICO

■ Look just how did these second rate teams get to the finals? Erm, apart from beating England that is.

IT'S NOT JUST ABOUT WINNING...

Well, okay it is, but on your way to victory here are a few challenges that should help add that extra air of authenticity to the whole event. If you think you know Sensible Soccer then try beating these:

Score The Fastest Goal: The fastest goal scored in any World Cup Tournament occurred after only fifteen seconds. This record was achieved in the 1962 Mexico

Finals by Vaclav Masek of Czechoslovakia. Their hapless opponents were Chile. You'll have to time this one on replay – and no cheating.

Score A Non-Touch Goal: In the 1974 World Cup Final, Holland scored before any West German player touched the ball. From the kick off, Johann Cruyff was brought down in the penalty area and then Johan Neeskens converted the spot kick. For an extra challenge double up with the fastest goal – is it really possible?

Earn The Fastest Dismissal: Be careful with this one, it can get really nasty. The fastest recorded sending-off took

■ The keeper was surprised when Russia score during the anthems.

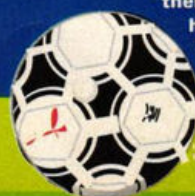
place in the 1986 Finals in Mexico when Uruguay's Jose Batista was dismissed after just 55 seconds. The victim was Gordon Strachan and the game ended in a dull 0-0 draw. The Scots were out of the finals. Again!

Score Most Goals
1): The most goals scored in any one game in the World Cup was in the Switzerland Vs Austria match played in 1954 in Switzerland. Austria won 7-5. Can you beat this? It's the easiest of them all – just have a good attack and poor defence.



■ Spain are going for the most goals record. Can they deprive the Austrians of their 30 year record?

Inflict The Largest Defeat: The biggest win of the tournament was witnessed in the 1982 finals held in Spain. Hungary trounced El Salvador 10-1 – the half time score was only 3-0. This one's best against a friend who's having an 'off' day.



WC'94

WORLD CHAMPS. QUARTER-FINALS

A	BULGARIA	0 - 3	SPAIN
	GERMANY	1 - 1	ARGENTINA
	(GERMANY WIN 5 - 3 ON PENS. RET.)		
	HOLLAND	2 - 0	COLOMBIA
	REP. OF IRELAND	2 - 1	BELGIUM
	(RET.)		

ROUND OVER.

In a World Champions Edition tournament justice is seen to be done. Namely the Argentines get beaten once more by the Germans. That'll teach them for their River Plate and Graf Spee antics! (That was Uruguay! - Daba)

Boston:

Winner D vs 3rd B, E or F

New York:

Winner E vs
Runner up D.

Quarter finals

These consist of the following games and locations:

Boston: Winner Boston vs winner Washington

Dallas: Winner Orlando vs winner San Francisco

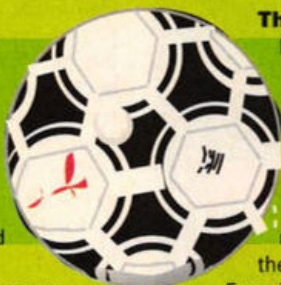
New York: Winner New York vs winner Chicago

San Francisco: Winner Los Angeles vs winner Dallas.

The finals

Note down the winners and location of each of the above matches. The semi-finals consist of the winner from New York against the winner from Boston, and the winner's of San Francisco against the winner's of Orlando. Naturally, the two winners play off against each other and the two losers battle it out to see who came third.

The Brazilian dream once again ends in tears at the Quarterfinal stage. Still that Pole was good. Once. Many years ago.

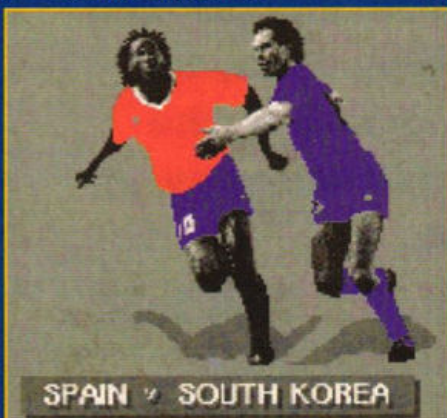


Suffer The Largest Defeat: (See previous challenge) This one's best against the computer. It's an interesting inversion of normal play to pass the ball to the opposition, to give away free kicks, trying to open up your own defence...

Score Most Goals 2): The "Mighty Magyars" also hold the record for the most goals scored in any single tournament. The magic figure is 27 goals scored. They set up this record in the 1954 finals held in Switzerland. You have the luxury of a longer tournament, but it's still quite a task.

Score Most Goals 3): Gerd Muller holds the record for the most goals scored by any single player in the World Cup finals. His titanic total of 14,

scored in the 1970 and 1974 tournaments stands to this day. Can you beat this in a single Sensible tournament?



Not really a prime fixture, but one that's sure to see plenty of goals, yellow cards, red cards, invading North Korean armies...

I CANNOT BELIEVE IT

Using the tournament system describe here, we wanted to see who Sensi said would win the World Cup. We set up the league, put all the teams under computer control and let the ST go for it. The results were a little surprising. As the finals are now unfolding, check to see if life imitates our (or even better your) results:

Round One

Group A: The USA thump Colombia 3-0 but are beaten by Romania. The Yanks qualify!

Group B: Brazil prove to be the powerhouse beating Cameroon 6-1 and Sweden 3-0. Curiously they also lose to Russia by 1-2.

Group C: Germany beat two sides but are far from convincing. They whup Bolivia 4-1, scrape past South Korea 2-1 and can only manage a goalless draw with Spain.

Group D: Dull, dull, dull. The highest scoring game is Greece Vs Nigeria (2-1) and the biggest margin is seen between Argentina and Bulgaria (2-0).

Group E: Italy live up to their reputation by beating Norway 4-0 and Mexico 2-1. Their opener against Eire is a tedious 0-0 draw. The Irish go though despite scoring only a single

goal (1-0 against Mexico).

Group F: The liveliest group, this featured 19 goals. The Saudi's are the group whipping boy being beaten 4-1 by Holland, 3-1 by Morocco and 3-0 by Belgium.

Round Two

Brazil annihilate Switzerland 4-1. Russia edge out Germany 1-0. Argentina turn it on to beat Romania 3-2. Spain, Holland, Morocco, Italy and Eire all go through on penalties.

Quarterfinals

After extra time Brazil suffer a shock 3-1 defeat by the in-form Spaniards. Russia eliminate the Dutch 1-0. The Argentinian's just get stronger beating Morocco 2-0, while Italy prove to be the real stars, devastating the Republic Of Ireland 5-1!

Semifinals

Russia squeak past Spain with a 2-1 victory. Bobby Baggio has a bad day and Argentina defeat the italians by exactly the same score, 2-1.

Final

In an unglamorous but high scoring final the Argentine side take the trophy with a convincing 3-0 romp.

Is that how it's going to be? There are only two ways to find out; watch it or play it!

HOLLAND	1 - 0	BRAZIL
COLOMBIA	3 - 0	BOLIVIA
REP. OF IRELAND	2 - 1	GREECE
BELGIUM	2 - 1	NORWAY

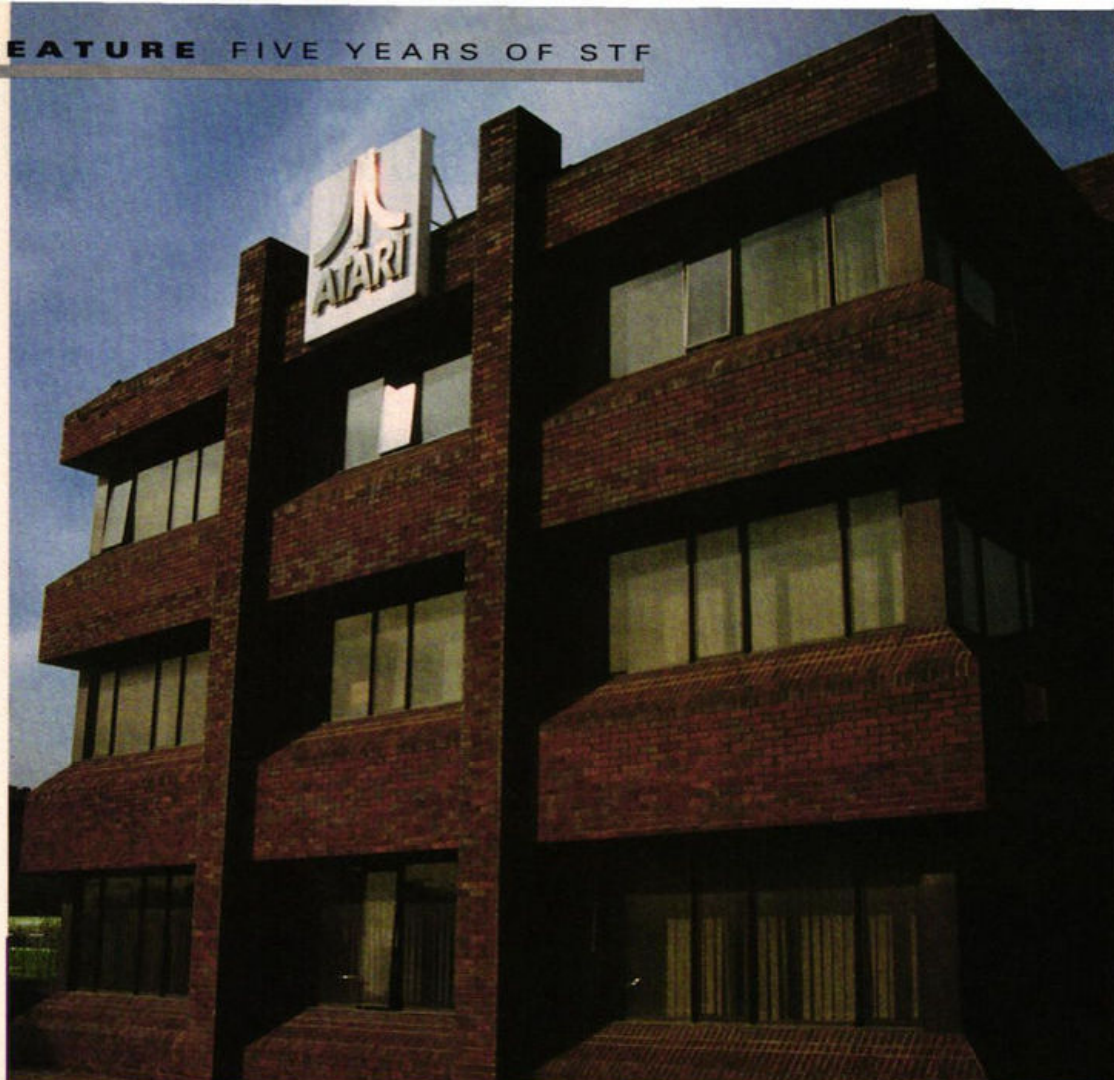
Score Most Goals 4): Only one player has scored more than two goals in a World Cup Final. That man was the mighty Geoff Hearst and he scored a hat-trick in the 1966 World Cup Final for England in their 4-2 victory against Germany at Wembley. Beat this one and you have to organise a street party.

Most Sendings-off: The 1990 tournament witnessed the first sendings off in the actual Final. Monzon of Argentina was dismissed after 65 mins and his team mate Dezotti joined him five minutes from time. Their German opponents could only look on in relief as they picked up the trophy with a less than deserved 1-0 victory over the mean spirited Argentinians. It shouldn't be too tough - but it is fun.

Win On Home Territory: Only one team has won the World Cup outside of their own continent. That team was Brazil and they earned this honour by beating Sweden 5-2 in Stockholm in 1958. The challenge here is to win as the current continental hosts, USA - which has to be all but impossible.

Longest Time Without Conceding A Goal: The best shut out record in the finals is held by Italian goalkeeper, Walter Zenga. In the 1990 finals he kept a clean sheet for 517 minutes of World Cup football. Cannigia of Argentina blotted this pristine record by heading in a goal in the 67th minute of the 1990 semifinal held in Naples. Can your keeper keep a clean sheet for as long?





NOW WE ARE FIVE

From here to eternity. Or, just how the ST and ST FORMAT got from where it was then, to where it is now and where it's going in the future in the somewhat dubious company of somebody called Trenton Webb.

Do you remember when Atari launched the Falcon030? Cast your mind back to when the Jaguar was but a twinkle in Mr Tramiel's eye. Do you have fond recollections of when the Lemm's took on *Street Fighter 2* in a battle for the Christmas top-spot? Then read on and feel those

memories come flooding back as we recall the STF story, picking up from *ST FORMAT* as it was way back in the halcyon days of issue 36.

July 1992

■ Britain's PD libraries get all nervous because a clamp-down on

digitised graphics and music is launched. Is this the end of the ST demo as we know it? Erm, probably not.

■ TOS compatibility problems are dealt a death-blow as *ST FORMAT* and Atari join forces to encourage everybody to upgrade to TOS 2.06. Go on you know it makes sense!

■ There are no real corking games this month. *Legend* isn't bad (he said begrudgingly) and *F1 GP* proves fun, if not quite as excellent as on other formats. Shame.

August 1992

■ The ST's prestige in the music world is massively enhanced as the industry standard sequencer *Notator* gets upgraded. The new program, called *Notator Logic* weighs in instantly as a new industry standard, at the "mere" price of £550!

■ The *ST FORMAT* reader campaign to get some of MircoProse's modern classics pays off with news that Sid Meier's *Civilisation* is to be converted to the ST.

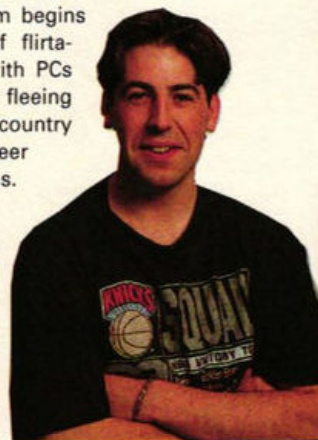
■ The spec of the Falcon is exclusively revealed in the news pages of STF, and it's going to be "more compatible with the ST than the Mega STE!" We shall see, won't we boys and girls?

■ *Epic* is THE talking point of the month. STF gives it 91% for its slick 3D engine and gob-smacking space world. Other magazines don't agree and many arguments ensue. Everybody agrees that the completely insane *Wizkid* is brilliant though. So there you have it. 92%.

■ STF old boy Andy Hutchinson returns to take the over the Editor's chair. Ex-Ed Mark

Higham begins a brief flirtation with PCs before fleeing the country for career reasons.

■ Andy Hutch' took the STF Ed's chair in Aug 1992.



September 1992

■ "Here's no doubt that this (the Falcon) is the start of a family of machines." Is how Atari UK boss-man Bob Gleadow evangelises about their new computer. The first public display of the machine is all set for next month.

■ It's official, there is to be a sequel to the most popular computer game EVER is coming. *Elite 2: Frontier* author, David Braben, announces that the new game should be ready for a November release.

■ Another old firm, Graftgold, come on strong with their latest game *Fire And Ice*. Now 94%, that's what call a score – you can always spot them, they've got those funny little "%" marks after the number.

October 1992

The wraps finally come off of the Falcon. At a Dusseldorf show all Atari's launch plans become clear – a £499 price point and 10,000 machines in the UK before November. "Falcon is not an evolutionary machine, it's a revolutionary machine," Sam Tramiel boasts at the launch before rounding on the competition. "You'll see the best PC games on the Falcon, but with true colour and speed."

Sensible Soccer, the most talked about game of the year is launched. Games Ed Andy Lowe foams at the mouth for a bit and then gives it 91%, which if anything is a little low. It is a footie game after all.



■ The 1992 Dusseldorf show. The Falcon is unveiled to an eager and receptive German audience. "It's a revolutionary machine" Atari boast.

November 1992

You have the chance to meet the **ST FORMAT** team – you poor people – at the Future Entertainment Show. All the latest games and kit are on display, while there are talks and seminars by the people who make the BIG noises in Computing-land. Impressed, huh?

The annual Christmas she-nanigans go into in full swing with **Lemmings 2** pitching directly against **Street Fighter 2**. Can an original game take on a world beating (up) licence?

Good honest gore and the



shrinking violet **Elvira** team up to make **Elvira 2 – The Jaws of Cerberus** this month's hottest game. A 91% graphic adventure, it is effectively of **Carry On Screaming: The Director's Cut**.

December 1992

"The (ST) market is there and anyone who says it's gone are talking out of their arses," was Tom Watson of Renegade's response to this month's big issue. Was there a conspiracy afoot to get the ST? Well, we're still here, so if there was it can't have been a very good one.

Mr and Mrs Falcon030 found out that they were going to have twins, the Falcon040 and CD-Falcon. Both were due in late 1993.

Magic Worlds take gamedom's top honours with a whopping 91% and a thoroughly deserved **FORMAT Gold**.

January 1993

ST FORMAT dabbles with Virtual Reality, asking just when home computers will get the power to kick out virtual worlds. Not so much the **Lawnmower Man** as an industrial landscape gardener. I don't know what that means either but in Cyberspace it's probably a hugely effective sight gag.

Microdeal's VideoMaster peripheral proves just what a good idea and the power of any ST can do. A cheap, but useful, video-editing suite it works with everything from the ST through Falcon and onto TT. Now you can take total control of video images, title and edit them on your computer. Smart.

For the first time, the best game is a budget title, the bundled **Dungeon Master** and **Chaos Strikes Back**. A stunning package that while a little old plays like a demon. And we all know how demons play!

February 1993

The Falcon starts to make headway in the propaganda war. The

machine does the gameshow circuit, battling on **GamesMaster** against an Amiga A1200 and Acorn A3010. The show was initially delayed because there was no specialist A1200 software available!

ST FORMAT takes the plunge and does the most exhaustive round-up of printers ever seen.

Archer MacClean's Pool and the Cyberpunk epic **BAT2** are the top-billing games, with 95% and 91%; proving once and for all that sequels CAN be worth the disks they are written on.

March 1993

Top class DTV (Desk Top Video) breaks through on to the ST with the launch of the **Editman Super**. Now you too could splice unrelated clips of popular

A classic **ST FORMAT** cover. Why is it here? Because I like it. Okay?



media stars to produce some misleading (and potentially lucrative) news items.

The talk is all of computer shows, which have finally "come out the closet" and seem to be springing up everywhere. The MIDI show, Ideal Games Show, International Computer Show and the Computer Shopper Spectacular are just this month's additions to the list. At last computers are taken seriously as a leisure pastime.

Paula Richards takes the helm of that there **ST FORMAT**.

Street Fighter 2 finally makes it out – so it wasn't even in a shout of making the Christmas number one slot, as was hoped – it does score a massive 91%. Which isn't too bad for a beat-'em-up.

April 1993

The Falcon gets ready to support Photo-CD. This handy utility from Kodak enables you to have your own photo's on CD. Mind you, there was the small matter of getting a Kodak Photo CD machine for £300, but...

"Non-destructive real-time editing and mixing on a maximum of five video tracks at broadcast quality" was now achievable for your TT. Which sounds like good news – we think.

Doodlebug is the pick of a poor batch of games, with its 83% score. Gulp! As the pick of a poorish crop, it seems that none of the publishers have taken notice of ST owners buying habits. Good, high-scoring games selling stacks. Bad, low

scorers just sit on the shelves and rot. Odd that, can't think why?

May 1993

"It gives consumers the option of a real computer for the same price as a console," Darryl Still crowed as he announces Atari's £90 price cut on the STFM. Now standing at a £159 the computer really looks like a threat to the Mega Drive and the SNES. But do the console-kiddies really want (or even deserve) a real computer?

"Plucky little" Gasteiner take on the mighty Sega in a battle over the right to use the words

"Mega Drive" on their hard drives. Despite the fact that no sane person could even conceive of beginning to even dabble with the somewhat fanciful idea that the two items were the same, Gasteiner have to back down.

Sega got all snotty over the words Mega Drive. Lighten up console folks, this IS NOT a games machine!



After a more than a few moans, campaigns and general whining **Civilisation** gets released on the ST and surprises no-one by being VERY good. 92%.

June 1993

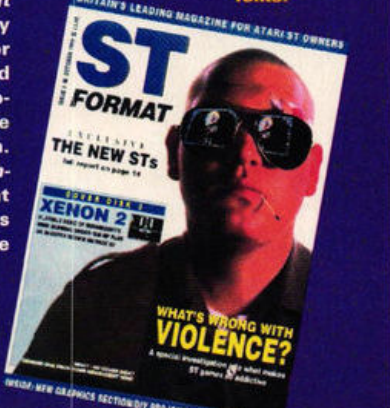
"It would seem that the launch of the Falcon has revitalised the Atari market and users at all levels." Andy Learning typifies the independent retailers positive response to the launch of Atari's wunder-kind computer. Hardly surprising though, how could a good machine, at a good price and the personal service of a smaller specialist shop be anything but an ideal combination?

Atari get all aggressive at the CeBit show with the latest specialist software being shown off for the Falcon030; video walls, demos, the works. Lots of Germans go home feeling smug about having powerful TT's.

Ocean's commitment to Comic Relief earns them 92% and an awful lot of brownie points. **Sleepwalker**, it transpires, not only gave to a good cause, but gave brilliant entertainment too. It kind of gives you a "warm" feeling, doesn't it?

Stuart Anderton (Production Editor **STF** 1-3, Publisher 39-45. Now Publisher of **MacFormat** and **CD-ROM Today**): "Possibly the cover of either issue one or two, I forget, being pulled because it was too gory and violent. They should have seen the one we wanted to run with. Same picture, same **Eastenders** rogue, just with a neat little splatter of blood across the face to hammer the message home. Looked great but..."

This was the final, toned down, cover. And it still upset folks!





Andy Lowe (Games Editor *STF* 38-41. Now Editor of *Sega Power*, Britain's best Sega mag): "There was - ho, ho - there was that highly amusing time when Clive and I were discussing the print quality of certain printers Clive said, 'I'm convinced that the RH573GX laserWriter has a more glossy, finished, professional glaze to its output than,

say the ZB7749Q model." When I pointed out his mistake, we were, quite literally, helpless with hoarse, raging laughter for seconds! As everyone knows, it's the RH573GY laserWriter, NOT the RH573GX. I think it was a Tuesday. Or possibly Friday... " (yes Andy, maybe it's better you're on a console magazine now, eh?)

July 1993

The much anticipated and much talked about (well by us at any means) Multi-TOS finally arrives - a few vital months after the launch of the Falcon. This whizzy little utility enables you to run two different applications simultaneously, which permits you make maximum use of your ST's calculating power. Existing Falcon owners get the program free of charge as it releases the machine's true potential.

More Falcon news is that Atari are expecting some 100,000 of the machines to be sold by Christmas, so providing the necessary user base to attract major league software support. A figure that could only be helped by the music industry's eager reception of the machine - at the MIDI music show the "ST family" - which makes it sound like some kind of mafia cell - account for some 70% of the machines on display.

The Bitmap Brothers prove they've still got programming clout with their latest title *The Chaos Engine*. An exceptional Victorian blast this steam-punk epic raked in a massive 94%.

August 1993

Somehow *Street Fighter 2* is still making headlines. The game has sold a staggering 22,000 copies on the ST, which the software trade had been trying to convince themselves is an inactive games format. "High quality games backed up with plenty of advertising are always going to sell well on the ST," it said. Or in other words, if the games companies do their job properly they make money - so maybe the good games, good sales correlation has finally been spotted!

The Jaguar is officially launched at the Chicago Consumer Electronics show. Atari come on all strong stating; "The Jaguar will be aggressively priced to grab large volume of sales," and describes their own machine as "revolutionary" and "earth-shattering." Time to get a new script-writer methinks (see October 1992).

There was no doubt. It had to happen. It was inevitable. *Lemmings 2* (yup, this one missed the Christmas deadline too) romps through the review test with flying



Those loveable Lemmings missed Christmas but still sold stacks.

colours - 96% to be precise. The development of the little people has gone further than anyone had hoped. The game is simply superb - even if it is less prompt than your average Godot.

September 1993

Atari announce that they are to shun the Far East market for the production of their fledgling Jaguar. IBM it transpires, will be the people putting the super-console together. This desire to tie-up with an American major follows a series of disastrous flirtations with cheaper production Far East production facilities - where both quality and punctuality suffered.

Games publishers flock to support the Jaguar, all excited by the idea of a new and more powerful format - and possibly to ease their reliance on the likes of Nintendo and Sega. Big names like Ocean, US Gold and Audiogenic are among the first 20 UK publishers

eager to associate themselves with the new machine.

The Ancient Art of The War In The Skies could have easily been the game of the month (although it still gets top-score) if it hadn't been such a disk hungry monster. The game really needs a hard drive; but then doesn't everyone?

October 1993

Atari lock horns with the much-hyped 3DO Corp for the hearts and minds of the American gamesplaying public as they Jaguar lines up against the 3DO Multiplayer. Can the cart driven 64-bit console beat the 32-bit CD system? A cool press reception for the much-hyped 3DO seems to imply it will. Not that we're biased, of course.

A fire in a factory in Japan puts prices up. In some bizarre example of Chaos Theory in action, a blaze at the Matsushita factory destroys half of the worlds supply of SIMM's



The Jag. Could this 64 bit console be a Nintendo basher? Time will tell.



A man and his Yak. Mr Minter in standard silly picture mode. Well it would rude not to, wouldn't it?



After many marketing debacles, disasters and plain bad luck, have Atari go it right with the Jaguar?

resin. The result is that chip prices are rising all over.

Llamazap from Mr Minter is the game everyone (well, quite a few people at least) are talking about. This 91% Falcon blaster brings quality, arcade style shooting to the Falcon. Cool babe and so on.

November 1993

Seriously good news for both Atari owners and share-holders. The corporation has turned the financial corner towards profit. And a healthy Atari means; more machines, more support and more besides.

Of course to keep in profit the company needs the Jaguar to succeed. This month they launch the Jaguar to the British press. They needn't have worried. It is actually really rather good.

Ishar 2 proves to be very unsurprising to the reviewing team. It was just as much fun as *Ishar 1* and so deserved at least 91%. Which is odd as it got 90%.

December 1993

Atari continue to raise the stakes in the battle with 3DO, Nintendo, Sega and friends. Top PR hitman Terry Valeski is hired to ensure that Jag is seen everywhere, doing everything it's capable of.

The London Atari show pulls big crowds at Alexandra Palace. Most of the attendee's appear to already own a Falcon or are about to get one. More proof of the machine's grass roots success among people who want a powerful, but competitively priced, computer.

The curse of *Street Fighter 2* is on us again. US Gold's chart-topping conversion comes out of retirement for bout of budget beating - and this time scores 90%.

January 1994

The Jaguar console gains some real bite as plans are announced by Sam Tramiel that a computer based on the existing Jaguar technology is in development. Release dates are a little sketchy, but the plan is to launch the computer off the back of the Jaguar's (hoped for) success. "We still believe in the home computer business very much," Tramiel states. Everyone is still talking about the Jag. They're still, talking. Still at it.

Elite 2: Frontier is unveiled in an exclusive *ST FORMAT* preview. It looks every bit as good as you'd expect. And then some. This game looks like it is going to be huge.

It's a month for the old-

folks on the game front. *Speedball 2*, *Xenon 2* and *Parasol Stars* all make a very welcome return to the ST at budget prices. They get about 94%, 90% and 93% worth of a welcome in fact.

February 1994

■ The Christmas Computer Show is declared a disaster. Nobody, well very few turned up. Why? Probably the recession, or Europe, or Sagittarius rising through Capricorn, or something.

■ A minor scare develops among Falcon users as some develop problems with Direct-to-Disk recording. The necessary modification is a minor one, but worrying nonetheless.

■ On the up-side *Chroma Studio 24* really shows what the Falcon can do with graphics. The new package is simply stunning.

■ Predictably *Elite 2: Frontier* is a screaming success. The space-trading and combat sim, romps through the review tests and picks up a mighty 91%.

March 1994

■ Atari have a "surprisingly" good Christmas. STE's disappear from shelves like things that are very good at disappearing; the launch of programs like *Cubase Audio* really push the Falcon hard, and all while games sales continue to rise. It's officially been a good Christmas now that the dust has settled. Did they really expect anything else?

■ Andy Nuttall (Games Ed of *ST FORMAT*) is an angry man. He gives the much hyped *Goal!* a righteous kicking and the score of 48%. *Evolution Dino Dudes* - which few people had ever heard of - though scores 83%. Odd that, I always thought a BIG name meant it was bound to be good!

April 1994

■ Parliament gets all hot under the collar about violence in computer and videogames. In a bid to head off legislation the European Leisure Software Publisher's Association introduce a ratings system and grotesque logo called "Monitor Man." The system seems okay, but that logo has to go.

■ With a sense of ironic timing that's hard to believe, the wild-

■ Could this be the most eagerly awaited sequel of all time? Judging by its chart performance, it looks like it.

blood-fest that is *Cannon Fodder* sweeps onto the ST. This high-speed war-game scores a brilliantly nasty 93%. *Another World* and *Wizkid*, don't do so badly for re-releases either, cranking up scores 93% and 91% each.

May 1994

■ "If there is a demand for STE's by way of solid order, we will fulfil that demand." Darryl Still's words sound a little apocalyptic for the long-standing ST star - no more were being shipped the UK direct. But in the past expectations of the machine's demise have been wrong, like Christmas 1993, 1992, 1991, 1804...

■ Monitor Man is killed in a freak "sense-seeing" accident.

■ Oh, and apparently an evil bunch of anarcho-gangsters are flogging off our magazine Cover Disks at car boot sales. Stop it, or we'll get heavy!

■ This month's games star is the Lotus trilogy, which bundles all three (well blow me down) of Gremlin's automotive licence's into one box for more racing than a single joystick can stand. Maximum top speed, 91%.

June 1994

■ Atari's prediction about turning the profit corner may have prove a little too rosy. The corporation announces that it is still in the red - at the moment. It was better than last year though, '93 only saw a loss of \$48.9 million as compared to \$76.3 in 1992. So it's getting better and with the jag on the prowl, things could get very good very quickly.

■ The game of the month, if not the decade, is *Tempest 2000* - or T2K as Jonathan Nash insists on calling it. This wonderful Jaguar game scored a quite staggering 97%. From Jonathan Nash, like 97%!

July 1994

■ The Jaguar gets serious with the announcement that a PC card is to be built that enables IBM's staid business machine to become a top-flight console. So if you want to spend £4,000 for a machine that almost perfectly mimics a £250 console you can. A silly way to go about getting some gaming, but if you've already been daft enough to lash out on a PC, then it may just save your blushes!

■ *Mag!x* the amazing new multi-tasking operating system is launched. Andy Curtis goes wobbly and gives the blindingly fast and flexible new system top marks - as the power of your machine is finally unleashed.

■ *Thought!* and *DA's Vector Pro* also join forces to hammer home this month's claim to the quality applications crown.

■ We also take a peek at the up-and-coming new independent software houses - like Caspian and Binary Asylum - who have bucked the normal publishing conventions and are getting their games out solo.



■ Caspian Software led the way with their independently published *Rock 'N' Roll Clams*. Cue fluffy toy.

■ Game of the month was the revitalised *Cadaver* (which came complete with the data disk *The Payoff*). So what if the odd little isometric adventure only scored 87%, the whole game is immense.

August 1994 and beyond

You're reading it! And will be for many years to come.

■ What has this man got planned for us next? Stay tuned to *STF* and

as soon as it happens - you'll know!

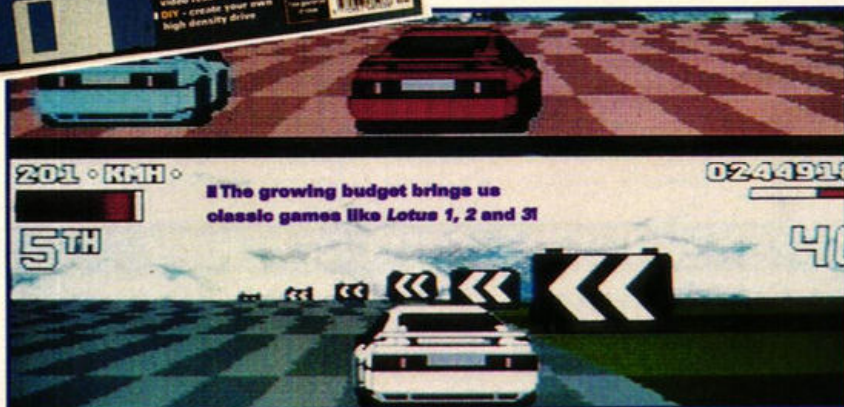


BEYOND 2000

What happens next has to be the question *ST FORMATEer's* will want to know. Well on the magazine front we'll be there pushing, shoving, yelling, shouting, annoying, amusing and generally talking about matters ST until the turn of century - at the very least. So you're not going to get peace for quite a while yet.

As for Atari, well they're still here - which is a little more than you can say for some of their historical rivals. Their short-term future is heavily focused on the Jaguar, which with its technological advantage over the current console crop and its lead time over the coming competition - Project

Reality, Sega Mars and Sony PSX - looks pretty rosy. After that? Well Atari have expressed their faith repeatedly in the home computing world and promised a machine based on the Jaguar technology. And wouldn't a 64-bit home machine be fun to play with boys and girls? Curiously the phrase "gimme" leaps to mind, can't think why.



■ The growing budget brings us classic games like *Lotus 1, 2 and 3*

A PERFECT PLUG-IN

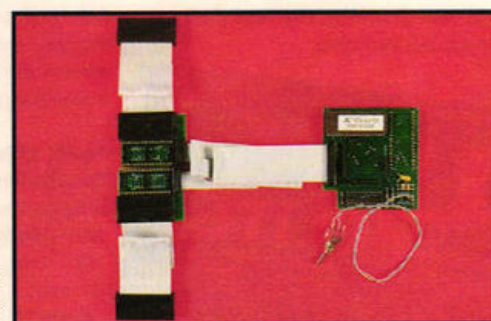


With the arrival of the new STFM TOS Switcher from Analogic, anyone can upgrade to TOS 2 without fuss. Clive Parker guides you in...

It's now simpler than ever for you to upgrade your old STFM to the latest version of TOS with an easy to fit upgrade board that doesn't need any soldering.

All other TOS 2 boards have required some soldering and this tends to put off anyone who hasn't got a basic electronics background. Soldering to a circuit board isn't

the easiest task, so it's nice to see one you can just plug in.



Analogic's unique solderless TOS Switcher for the STFM is designed to work with any version of the STFM motherboard.

Static electricity in chip zap shocker

Yep, static discharge can wreck computer chips if you touch them, be especially wary of touching the legs of a chip. All you have to do to prevent damaging the delicate components that make up both your STFM and the TOS Switcher is to earth yourself before working on them. Just touch an exposed metal radiator pipe or other metal object with a direct link to earth, this should earth you

and dissipate any charge that may have built up.

Another sensible precaution is to get yourself an earth strap, this is a small bracelet type affair that wraps around your wrist with a lead that you connect to an earthed object, this prevents any static charge from building up in your body. You can get an anti-static earth strap from any electronics shop for well under five pounds.

Careful preparation

It's vital that you perform any upgrade to your ST slowly and methodically to ensure that you don't make any mistakes during the installation. It's dead easy to make a simple mistake such as inserting a TOS chip the wrong way round if you are not paying full attention. The STFM TOS Switcher is moderately easy to fit - even if you have no previous experience you should be able to install it in under an hour.

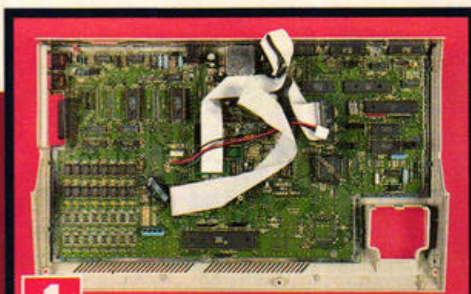
As with all upgrades and modifications, it pays to read the instructions carefully. Take things

one stage at a time and check that you haven't missed anything important. If you make just one mistake the board doesn't work.

Some important stuff

The STFM TOS Switcher is designed to work with all versions of the STFM that use socketed Glue chips and either two or six chip ROM sets. It's a good idea to take a look inside your STFM before you rush out and buy a TOS Switcher in case you have one of the versions

INSTALLING THE STFM TOS SWITCHER INSIDE YOUR MACHINE



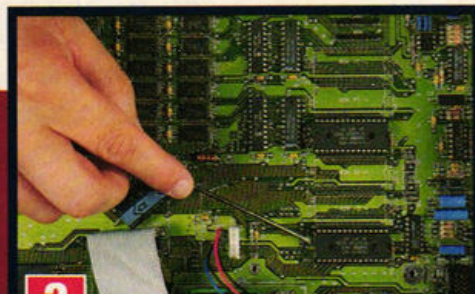
1

Examine your STFM circuit board and locate the Glue chip, it's a square chip mounted in a PLCC socket. In this case it's the chip just above and to the left of the mouse and joystick access hole in the base of your STFM. If your STFM has two TOS chips you must snip the "6" link on the switcher board, if it has six chips snip the "2" link.



2

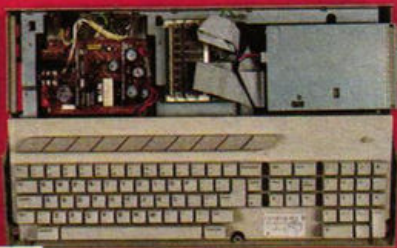
Line up the TOS Switcher board over the Glue chip, matching up pin 1 on the chip with pin 1 on the TOS Switcher. A notch cut out in one corner of the board also helps line up the switcher with the leg of the disk drive. Press the board down into place firmly on the chip ensuring that you don't bend the pins, if you're not sure then try again.



3

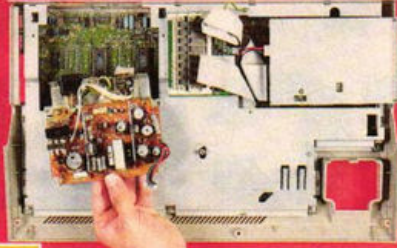
Locate the TOS chip on the STFM board marked LO and gently lever it out of its socket using a flat blade screwdriver being very careful not to bend the legs of the chip. Plug the chip into the socket marked "Old LO" on one of the small boards making sure it is the correct way round, plug the board in the empty socket.

TAKING APART YOUR STFM IN THREE EASY STAGES



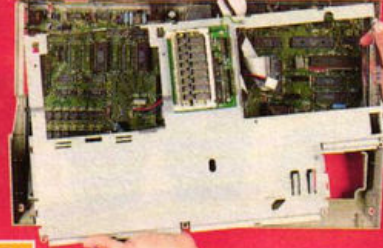
1

Disconnect all leads from your STFM. Turn it upside-down and remove the seven short screws in the square holes and the three long screws in round holes. Carefully turn your STFM the right way up and remove the top half of the case by lifting it and easing it to the right.



2

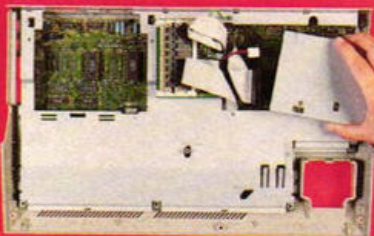
Unplug the keyboard and take it out. Remove the shielding covering the power supply unit (PSU) and the disk drive. Remove the screws holding the PSU to the motherboard, unplug the power connection take it out. Unplug the cables connecting the disk drive and remove it.



3

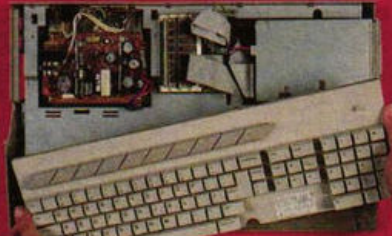
Remove the screws holding the RF shielding in place. Now untwist the tabs holding the shielding down with a pair of long nosed pliers, make sure you find them all or you won't be able to remove the shield. Take out the shielding and put it to one side. Now you're ready to upgrade.

NOW WE'RE GETTING IT ALL TOGETHER AGAIN



1

Replace the RF shield on the motherboard, ensuring that none of the components of the TOS Switcher are trapped in any way. Fix the shield down by twisting the tabs and replacing the screws. Now get the disk drive, replace and reconnect it and fix it in place the three long screws.



2

Carefully replace the PSU in position on the motherboard ensuring that it doesn't trap the TOS Switcher. Screw the PSU in place and reconnect the power lead. Replace the PSU shielding in position, twist any tabs and replace the fixing screws. Replace and reconnect the keyboard.



3

Now you can test the TOS Switcher before you fix the lid in place. If it works correctly then disconnect everything and replace the top half of the case, turn it over and replace the fixing screws. If it doesn't work then take a look inside and check that all your connections are correct.

of the STFM with small surface mounted Glue chips – Atari claim that less than 1% of all STFM's have this version of the board, but it always pays to check.

And finally

One more point, there are two links on the main TOS switcher board

that determine whether it is in two chip or six chip TOS mode. If your STFM has six chips then you snip the link marked "2". If it has two chips you snip the link marked "6."

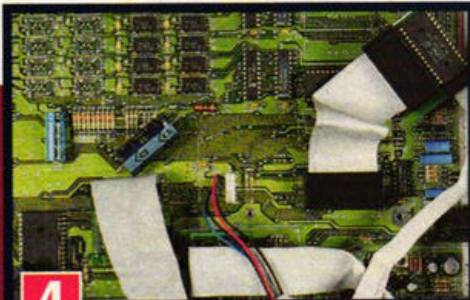
That's all there is to it. With this guide and a TOS Switcher you should be able to upgrade your STFM in under an hour.

GETTING TOOLED UP

You only need a few basic tools to perform this TOS 2 upgrade, all are standard and available from any tool shop.

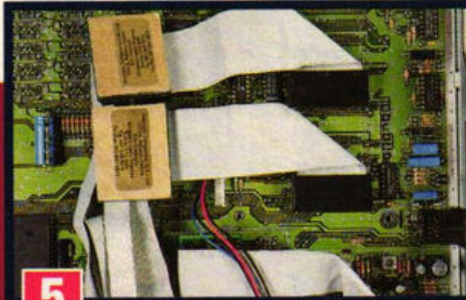
Philips cross-head screwdriver.
Small flat blade screwdriver.
Long nosed pliers.
Small side-cutters (snips).
Hand drill
6mm drill bit.

IS A SIMPLE PROCESS THAT TAKES UNDER AN HOUR TO COMPLETE



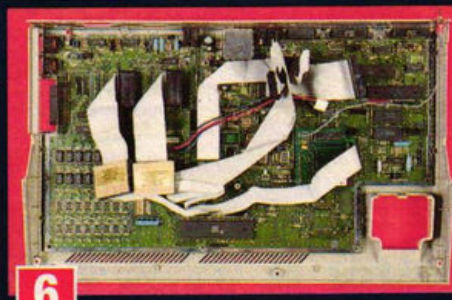
4

Repeat the procedure for the TOS chip marked HI in your STFM, again making sure that all orientation notches line up correctly. Take a few minutes to make sure that all of the boards are firmly in place, all notches for TOS chips and sockets are the right way around and that no cables are trapped, caught or causing an obstruction.



5

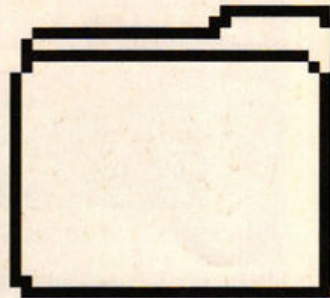
Fold and lay out the ribbon cables inside your STFM so that there is no danger of any part of the TOS upgrade getting trapped when you reassemble your machine. The cables are long enough to reach all parts of the STFM, takes a bit of fiddling to get everything tucked away, especially if you already have a memory upgrade fitted.



6

Drill a 6mm hole in a suitable place in the back of your STFM, a good position is just behind the disk drive at the right of the motherboard. Fix the switch in the hole and tighten it into position. Assemble your STFM and check that you don't trap any cables or upgrade boards when replacing the shield and PSU. Now you're ready for action.

STFM TOS SWITCHER



At last, a solderless upgrade to TOS 2 for the STFM! Now anyone can enjoy the benefits of TOS 2 without any fuss or bother

TOS 2.06 is the best version of the ST operating system you can get and now you can install it inside your STFM in under an hour – without soldering.

How? With the new, easy to fit TOS Switcher from Analogic Computing. For a reasonable price and an hour of spare time you can upgrade your STFM to TOS 2.06 and switch back and forth between the old and new versions of TOS at will.

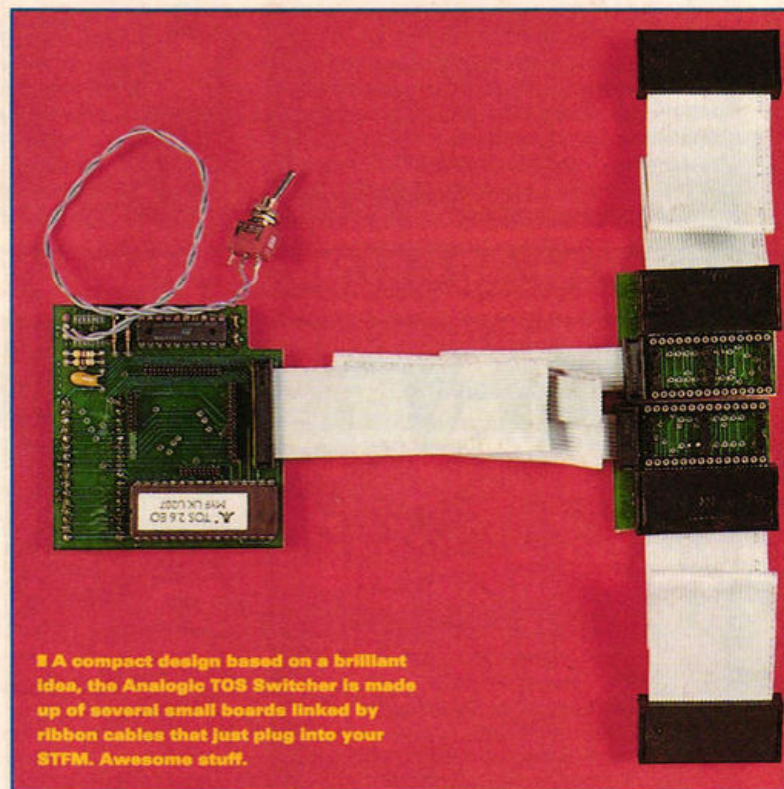
The board comes neatly packed in an anti-static bag with a small – but very informative – instruction

manual telling you everything you need to know about installing the board in just about every STFM. Because there are so many variations of STFM board design, Analogic have designed the Switcher with extra long connections between the various components ensuring that the board can be used in all versions of the machine. This makes it slightly awkward tidying the cables neatly away after installation – especially if you already have a memory board installed – but you can be certain that it fits snugly under the shielding of your STFM.

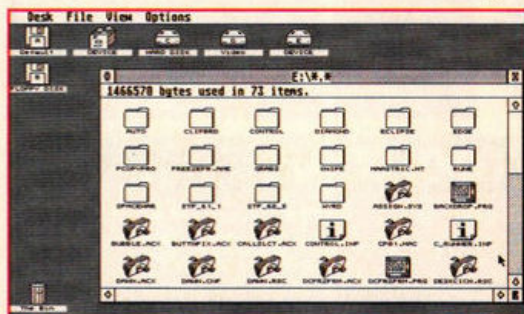
The only minor minus point with the board is the lack of a TOS 2 manual and the Atari Xcontrol Panel and Desktop Icons that normally come with TOS 2. This small lack can be easily remedied by reading our guide to TOS 2 on page 92 and getting a couple of PD disks – see the boxout below for details.

Design award

The design of the TOS Switcher board is simple and elegant. The main part of the board simply slots into place over



A compact design based on a brilliant idea, the Analogic TOS Switcher is made up of several small boards linked by ribbon cables that just plug into your STFM. Awesome stuff.



TOS 2.06 running on a standard 1MByte STFM, yesterday. Using TOS 2 you can set up keyboard shortcuts for menu events, place program icons on the Desktop and launch programs from the function keys.

TOS 2 SOFTWARE

Unfortunately Analogic Computing do not have the rights to distribute the TOS 2 manual or software. To find out how to use TOS 2 turn to page 92 for part one of our guide to TOS 2, after reading this you won't need a manual. To get the Xcontrol Panel software and Desktop icons order disks TMP.75 and UT.201 from the FaST Club ☎ 0602 455250, the disks cost £1.75 each.

WIN A TOS SWITCHER

Analogic Computing have given ST FORMAT two of these new solderless STFM TOS Switchers for prizes in a great competition. All you have to do is answer the simple question below. Remember, you can only use these TOS Switchers if you have an STFM,

they won't fit in an STE. The first two correct answers drawn out of the box win the prizes.

Question:

What does TOS stand for?

Send your entries on a postcard to Switch Me On Compo, ST FORMAT,

the Glue chip of your STFM, a large ribbon cable connects to two smaller boards containing sockets for the old TOS chips. Smaller ribbon cables connect to plugs which are inserted in the original TOS sockets inside your STFM. Everything just plugs in, so it couldn't be simpler.

Once it's installed in your STFM using the TOS Switcher couldn't be easier, all you have to do is flip the switch on the back of your STFM and it reboots into TOS 2.06. Once it's up and running all the advantages of the improved operating system are yours to use. If you have any problems or queries Analogic are happy to answer your questions, and if you don't think you can install the upgrade yourself then they are happy to install it a modest fee covering costs and transport just ring them for details.

A final word

Analogic Computing have to be congratulated on such a fine piece of engineering, all supported by a comprehensive back up service. This really is an excellent piece of kit that everyone with an STFM should consider installing tomorrow. If not even sooner

CLIVE PARKER

STFM TOS Switcher

£59.95 Analogic Computing
☎081 546 9575

Call for installation prices

Highs

- Compact design
- Easy to fit
- No soldering

Lows

- No TOS 2 specific software
- Long leads can be awkward to fit

What else?

- T-Board 64 £69.99 Compo Software ☎ 0487 3582, needs some soldering but comes with manual and software.

90%

Ladbroke Computing



33 Ormskirk Rd,
Preston, Lancs,
PR1 2QP

Ladbroke Computing International are one of the longest established home computer dealers in the U.K. We have developed an extensive customer service policy which involves testing of all hardware prior to despatch to ensure that goods arrive in working order, offering free advice and support over the phone and keeping customers informed. Although our prices are not always the cheapest we do endeavour to offer consistently good service and backup.

All prices/specifications are correct at copy date 9/06/94 (while stocks last), and are subject to change without prior notice. All prices include VAT but exclude delivery.

How to Pay
You can order by mail, Cheques/Postal Orders made payable to Ladbroke Computing. Or give your credit card details over the phone.

Delivery
Postal delivery is available on small items under £40 (Normally £3, phone for details). Add £7 for courier delivery. Next working day delivery on mainland UK subject to stock (£20 for Saturday delivery).

Open Mon-Sat 9.30am to 5.00pm.
Ladbroke Computing Ltd trading as
Ladbroke Computing International.

Fax: (0772) 561071
Tel: 9.00am-5.30pm (5 Lines)

(0772) 203166

Printers



Star
Star LC100 Colour £119.99
Star LC24/100 Mono £169.00
Starjet SJ48 Bubblejet £210.00
SJ48 Ink Cartridge £19.00

Citizen
Citizen Swift 240 Colour £250.00
Citizen ABC 24pin Colour £179.99

Hewlett Packard
HP Deskjet 520 £279.99
HP Deskjet 550 Colour £429.99
HP Deskjet 310 £239.99

Thermal Colour
Star SJ144 £369.99
● 144 Element print head
● Colour 14 page per minute
● 360 DPI resolution
● Emulates Epson LQ860, IBM Pro Printer & NEC graphics

Ricoh LP1200 £599.00
● 2Mb RAM
● 400 Dpi
● 12 months on site warranty

Add £3 for Centronics cable and £7 for next working day courier delivery.

Data/Pulse Plus

- Very quiet, no fan necessary.
- Dual SCSI Port
- Internal Power Supply
- Device number selector
- 2Mb PD Software free
- Free HD Turbo Kit

Hard Drives

- All Data-Pulse Plus Hard Drives are fully Auto booting/Autoparking and are formatted, partitioned and tested before despatch, ready to 'plug in and go'.
- Full metal case measuring 250mm x 290mm x 58mm (wdh), ideal for monitor stand.
- Only brand new, highest quality mechanisms used (we do not use refurbished or second-hand mechanisms).
- All drives come with full 12-months warranty and free expert help and advice over the phone.
- Configured with SCSI port for FALCON compatibility etc.

Data-Pulse + 170Mb	£349.99
Data-Pulse + 290Mb	£429.99
Data-Pulse + 340Mb	£499.99
Data-Pulse + 540Mb	£699.99

Free HD Turbo Kit with all drives prices include ICD LINK for the ST.

Falcon 030

- 16MHz 32 bit 68030 Central Processor, 16MHz Blitter, 32MHz 56001 Digital Signal Processor.
- 144Mb 3.5" Floppy, up to 14Mb RAM. Displays 65536 colours from 262144 palette.
- 8 Channel, 16 bit, high quality stereo sound sampling.

FALCON 1Mb No HD	£499.00
FALCON 4Mb No HD	£699.00
FALCON 4Mb 64Mb HD	£799.00
FALCON 4Mb 127Mb HD	£899.00
FALCON 4Mb 209Mb HD	£999.00

SIMMS Upgrades

- All Aries RAM upgrade boards come packaged with full fitting instructions/test disk.

512K SIMM's STE	£7.99
2Mb SIMM's STE	£54.99
4Mb SIMM'S	£109.99
2 x SIPP to SIMM adaptors	£3.00

Hand Scanner

Zydec Hand Scanner

- 100,200,300,400 Dpi Resolution
- 1 Letter mode, 3 photo modes.
- 105mm scanning head.

Zydec Hand Scanner ST £99.99

3.5" External Drive

Ladbroke's 3.5" External Floppy drive. Includes own external power supply. £59.99

Eclipse Mouse

High quality 300 dpi mouse with microswitched buttons ST/AM. £11.99

Marpet Upgrades

Marpet upgrades for the ST are 'plug in' and require no soldering. They are compatible with most motherboard layouts and come with full fitting instructions. These boards accept SIMM boards and are upgradeable at a later date. Please check that MMU and Shifter are 'socketed' before ordering.

Unpopulated Marpet board £24.00
See SIMM prices below.

STE Packs

1Mb RAM STE	£209.99
2Mb RAM STE	£264.99
4Mb RAM STE	£319.99

Phone for pack details.

PC Emulators



- Full installation instructions.
- XT or AT Emulation
- Check configuration before ordering.

PC Speed STFM (XT)	£49.99
PC Speed STE (XT)	£49.99
AT Speed STFM (8MHz)	£139.00
Falcon Speed	£POA

Repair Services

The Only ATARI Authorised Repair Centre in the UK

Our Atari trained technicians can repair ST's in minimum time at competitive rates. We can arrange for fully insured courier pickup and return delivery of your machine to ensure its safety. We even have a same day service which will ensure your machine is given priority and subject to fault, completed the same day.

We can fit memory upgrades PC Emulators, Security devices, ROM upgrades, hard drives to Mega STE's etc.

We offer a Quotation service for £15 for which we will examine your machine and report back with an exact price for repair, if you do not wish to go ahead with the repairs then just pay the £15. However, if you do go ahead then the charge is included in the minimum charge.

Please note. The minimum charge covers labour, any extra parts are chargeable.

Quotation	£15.00
Minimum repair charge	£35.25
Same day service	£15.00
STFM(E) PSU	£34.99
1Mb internal drive	£39.99
A/B Boot switch	£4.99
TOS 2.06 + Switch STFM	£65.00
TOS 2.06 + Switch STE	£65.00

Courier Pickup	£11.00
Courier return	£7.00

Phone for price and availability of ST spares.

Monitors/TV's



Dataview Hi Res Monitor £109.99
High quality 14" SVGA Monitor with ST adaptor (includes sound). Fully compatible with all ST Hi-Res Programmes with tilt/swivel.

Samsung C13351X 14" £169.99
Fully remote control 14" TV with Scart input for near monitor quality display.

Colour SVGA Monitor £239.99

High quality colour SVGA Monitor, .28 dot pitch includes Falcon adaptor.

Microvitec 1438 MultiSync £289.99

The Microvitec Multi-Sync displays ST Low, Medium, High resolutions using ST switch box, compatible with FALCON & FALCON screen blaster using FALCON VGA adaptor.

ST Multisync switchbox	£19.99
Falcon VGA Adaptor	£9.99
Falcon ST monitor Adptr	£9.99
Philips SCART to ST/STE	£9.99
8833 MKII to ST/STE	£9.99

ST ANSWERS

Boldly going where no one has gone before, Clive Parker shakes his finger firmly at all open letters everywhere

Tricky mouse problem solved

HARDWARE Although you can't modify a serial PC mouse to use with the ST, you can use a standard three button PC mouse using *Mouse Tricks 2.15* from the FaST Club. The program contains a serial mouse driver which enables a PC mouse to be plugged into the serial port of your ST, you can even use all three buttons of the PC mouse. I hope this information is of help to you.

Alan Kennedy, SW12

A Thanks for the tip Alan. If you want to get a copy of *Mouse Tricks* then contact the FaST Club on 0602 455250.

On the cheap

HARD DRIVES I've been looking for a cheap hard drive, I have seen bare Conner 170MByte hard drives advertised in an Acorn magazine and they seemed to be very cheap.

Can I use this drive with my STE and can I fit it internally?

Lee Holding, Clwyd

A No bare hard drive can be installed directly inside your STE. You can, however, use bare SCSI hard drives as part of an external hard drive kit. A hard drive kit consists of a SCSI host adaptor, power supply, case and hard drive driver software – you just supply the bare hard drive. You can get a hard drive kit from First Computer Centre

ATARI CLUBS AND USER GROUPS

Do you run an Atari ST or Falcon club or user group? Well, if you do then send your details to Atari User Groups, ST Answers, ST FORMAT, 30 Monmouth Street, Bath BA1 2BW and we'll print the details every month in ST Answers. Here's a couple to get started with, remember to send an SAE to the club you want to join or find out more about them.

Atari Update and Dynamic Publications, 22 Brook Road, Isle of Wight PO37 7LU.
Atari-Yamaha User, 49 Summerfield Road, Wythenshaw, Manchester M22 1AE.
Falcon Fact File (FFF), 11 Pound Meadow, Whitchurch, Hampshire G28 7LG.
Falcon Owners Group (FOG), PO Box 353, Stafford ST17 9US.

0532 319444 for around £200, give them a call to check the current price of their DIY kits.

Jagged edge

HARDWARE I'm getting myself a Jaguar later this year and I was wondering if I can use it with my Philips CM8833 Mk2 monitor THAT I use with my STE.

Nigel Natrass, Nottingham

A Yes, you can use a Jaguar with a standard RGB monitor like the Philips, all you need is the correct lead. Contact Lightwave on 051 630 5003, they make Jaguar



Yup, Lightwave are manufacturing Jaguar leads in abundance in preparation for the expected sales surge in June, or July, or whenever...

leads for composite video phono connection (part no, MVDU-82) for £10.95, SCART TV and monitors (part no, MVDU-81) for £13.95 and Atari 1435 monitor (part no, MVDU-82) – the connections are the same as the Philips CM8833 Mk2 – for £13.95.

Pascal developments

SOFTWARE I am doing my Computer A-Level project using Pascal, do you know where I can get a version of this language for my STE?

Kevin Kingswood, Aylesford

A HiSoft used to sell Hi-Speed Pascal for £99.95 but stocks are rather low, so give HiSoft a call on 0525 718181 to check availability. The other professional Pascal package for the ST is Prospero Pascal weighing in at a slightly more expensive £102.12, call Prospero on 081 741 8531. A slightly less expensive alternative is disk GD940 from Goodman International 0782 335650, this disk contains an old version of Pascal that hasn't been updated for some time so it's probably not as powerful as you'd like.

ST FORMAT CD-ROM?

SOFTWARE I am writing to find out why you have not fallen into line with other computer magazines and supplied a CD-ROM disc with ST FORMAT.

I can understand why if most of your readers don't have a CD-ROM drive, but how do you know that? There wasn't a question about CD-ROMs in your questionnaire in ST FORMAT 55 and I'm sure that your readers wouldn't mind paying an extra £1 for the CD-ROM disc. I am planning to get a CD-ROM drive though £120 is a lot to spend if the ST mags aren't going to support the CD-ROM format.

Iain Carr, Mitcham

A It's very unlikely that any ST magazine is ever going to go to the expense, and it is very expensive, of creating a cover-mounted CD-ROM disc because there just aren't enough ST based CD-ROM systems around. It would be a different story if Atari had ever got around to releasing their CDAR drive for the ST but they let the opportunity slip by, there are rumoured to be around 2,000 Atari CD-ROM drives stored in a warehouse in Europe.

That said, there are at least three ST CD-ROM disks available in the UK, the Gemini ST CD-ROM costing £23.33 from Unica 061 429 0241 and two new German CD-ROM discs priced at £29.95 each from System Solutions 0753 832212 – see the review on page 40. There are also other CD-ROMs available that are not machine specific, you can access the data from any computer equipped with a CD-ROM drive. Most of these discs are also available from Unica, give them a call and they'll send you a catalogue.

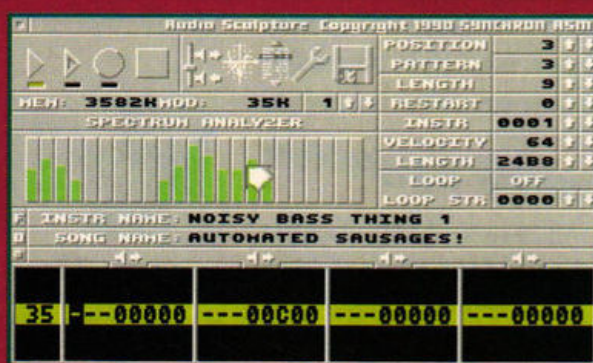
By they way, we think you are being rather optimistic if you are thinking a CD-ROM drive to your setup for £120 – if you have a hard

SOUND SCULPTURED MUSIC

Audio Sculpture is a great package and extremely powerful but it can be totally unusable because you can't fiddle about and play notes without them being recorded. I have discovered that by pressing <Help> it switches the record mode off so you can play tunes and experiment without changing the recorded song. This is not documented in the manual and is a very important piece of information for everyone who needs a good soundtracker program.

Robert Cooper via the STFBBS

stf: Thanks for that useful tip Robert, we've had several queries about solving this problem with Audio Sculpture. You get this month's £25 prize.



If you are having problems disabling Audio Sculpture's recording feature, Robert Cooper's tip is the answer you've been looking for.



ASSEMBLY POINTERS

Tony Wagstaff greys out when he comes across your disabled menus and string handling problems

Whose window?

I've noticed that some programs can alter their menus greying them out when a Desk Accessory is called. Can you tell me how it's done? I've tried using `evnt_multi`, waiting for an `AC_OPEN` message, but this doesn't work.

Kevin Brood, Sunderland

stf: What you need to do is to check whether the top window belongs to your application, you can wait for `AC_OPEN` messages until the cows come home - they are not sent to the main application. This is done with the `wind_get` call, `int_in+2` set to `WF_TOP`, or `#10`. If `int_out+2` contains a window handle that doesn't belong to any of your windows, then you can change your menus with `menu_enable`.

So how do you call `wind_get` when an accessory takes control? By using `evnt_multi` to ask for a timer event, say a few hundred milliseconds. That way your program regains control some time after the timer has elapsed, enabling you to call `wind_get`.

The one problem that still lies in your way is that you don't want to grey out a menu while the user is wading through the drop-downs. The trick to avoid this is to use the `wind_update` call, setting `int_in` to `BEG_UPDATE`, or `#0`. This waits until menu drop-downs are clear, then stops the user gaining access to menus, and moving windows. Now call `evnt_multi`, with the timer request, along with any other messages you wish to receive. Once this has been called you can once more access the menus. As soon as this returns, call

`wind_update` with `int_in` set to `END_UPDATE`, or `#1`. This cancels the first call, if you pull down a menu item during the `evnt_multi` call, the AES keeps control until the menus are finished with. That way you can't disable them while they're in use. Once this second `wind_update` returns, check for the top window and act accordingly. Any menu messages are to be stored and sent to you when you loop back, and next call `evnt_multi`.

The basic structure then, call `wind_update` `BEG_UPDATE`; call `evnt_multi` with a `MU_TIMER`, and any other messages you want; call `wind_update` `END_UPDATE`, check the top window and act accordingly, then loop back.

How long is a piece of string

I'm a newcomer to assembly, and would like to know how to perform various string operations such as BASIC's `LEN()` command.

John Higham, Bretford

stf: Assembly doesn't have any pre-defined string formats, which gives you the freedom to store them as is most convenient. The two most common formats are C strings and Pascal strings. Both store the ASCII value of the characters in contiguous MBytes, the difference being that C strings have a zero in the MByte just after the last character, while Pascal strings use the first MByte to store the number of characters in the string. To define a string constant, use the `dc.b` command in a DATA section.

```
DATA
my_string dc.b 'this is a string',0
```

for a C string or, for a Pascal string

```
my_string dc.b 16, 'this is a string'
```

To save you counting the length of a Pascal string, and probably miscounting each time you create one, you can use a macro.

```
pascal_string MACRO
dc.b \?1-2,\1
ENDM
```

The `\?1` counts the number of characters in the macro's parameter. We need to subtract two, as we don't want to include the two's. Now you create your string like this:-

```
my_string pascal_string <'this is a string'>
```

Enclose the string inside the `<>`, otherwise the spaces confuses the compiler. Check that your assembler supports these macro facilities. If you want to change the value of a string, you shouldn't use a constant like this. Instead, you need to reserve enough memory in the BSS section for the largest string length you require, and fill in the individual characters manually.

Finding the length of a Pascal string is dead easy. For a C string, use something like this:-

```
clr.w d1
lea my_string,a1
loop move.b (a1),d0
beq done
addq.w #1,d1
bra loop
done
```

drive with a SCSI through-port then you can certainly add a SCSI CD-ROM for about £200. If you haven't got a SCSI port then you're going to have problems, you'll need to get the Link 2 SCSI host adaptor, £84.95 from First Computer Centre ☎ 532 319444, and some decent CD-ROM drivers like *ExtenDOS* - £29.95 from System Solutions ☎ 0753 832212.

If you can get an external SCSI CD-ROM drive for £120 then please let us know where you get it from, we wouldn't mind one ourselves.

Dead ST

HARDWARE I have purchased a Marpet XtraRAM Deluxe for my STFM which I easily installed, but after a week my ST failed and I was presented with a blank screen. I removed the upgrade but my ST still didn't work. Is the upgrade responsible for breaking my ST?

Paul Fry, Wareham

A We contacted Marpet about your problem and they have

suggested you contact them directly with more details of your STFM's layout and the size of the upgrade. Marpet have a very good backup and support service and will give you all the help they can. Give them a ring on ☎ 0423 712600 and have full details to hand.

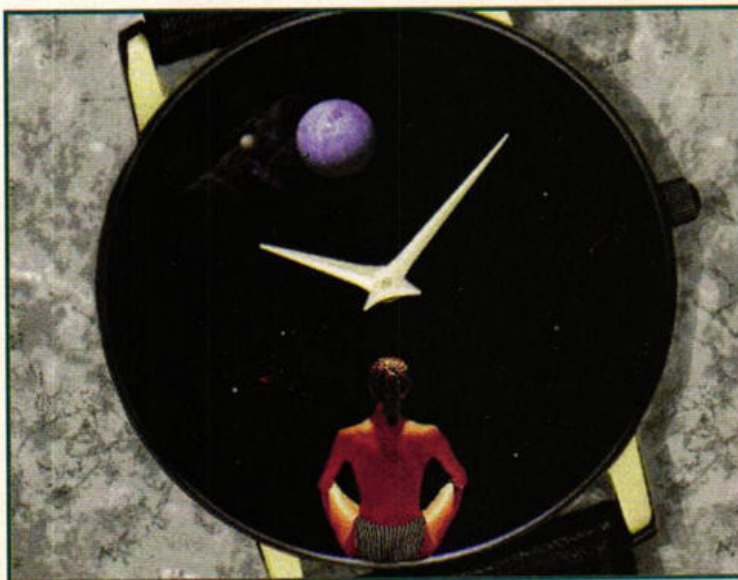
MOD files wanted

SOFTWARE I have the Subscriber's Wonderdisk that came with ST FORMAT 59 and I

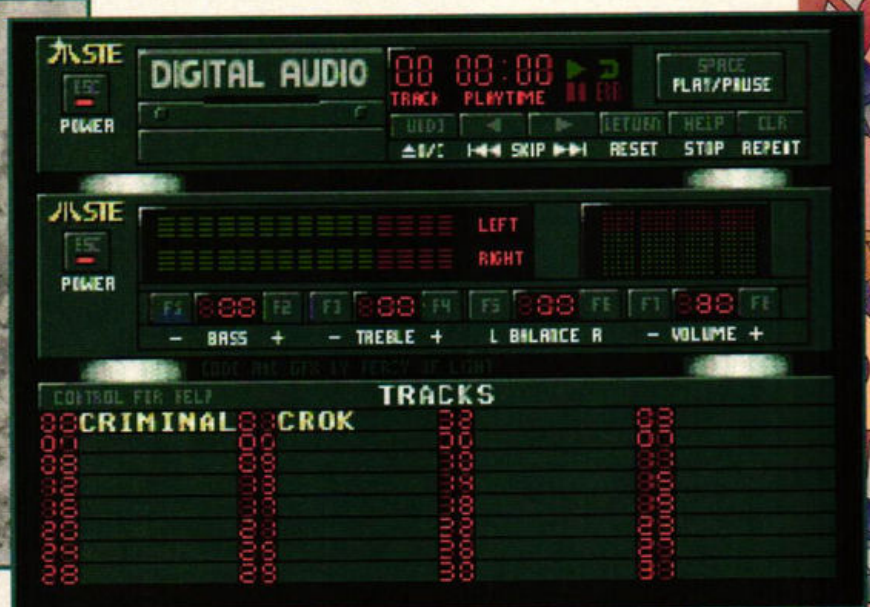
am very impressed with the STE CD Player program. Where can I get more MOD music files for use with this great program.

Graham Tudball, Portishead

A Goodman International supply five sets of Noise-tracker MODs that are compatible with the CD Player, each set consists of five disks and costs £7.95 per set. The sets are called Track Set 1 to Track Set 5, call Goodman International on ☎ 0782 335650.



Hot Sound and Vision is just one of the many non-specific CD-ROMs available from Unica and it's packed with almost 2,000 high quality pictures like this. There's also hundreds of sound samples, over 1,000 MOD files, Falcon compatible FLI files and hundreds of MIDI files.



You can access up to 32 MOD music files using the CD Player on the Subscriber's Wonderdisk supplied with ST FORMAT 59.

Clocking on

SOFTWARE I just thought I'd let James Lee (ST Answers 59) know that the clock functions of Harlekin, Mortimer and Time Drive 3 do not clash with Write On, the program works perfectly using any of these clocks.

Martin De Vos, The Netherlands

A Thanks for that helpful information Martin.

Disk drives

HARDWARE I have just bought a PC720B external disk drive from Power Computing and I am having trouble installing it. My STE knows it is there but I can't read or write to the drive.

Gary Gonston, Co Durham

A You probably need to change the switch settings on the back of the drive. The PC720B has several extra functions built-in making it more than just a simple disk drive, you can, for instance, set it to run as the boot drive. Consult your manual and adjust the three-position switch to the setting for standard use – position A. The other two settings for the switch – B and X – are for the special functions of the drive.

COMMS

YOUR FIVE FAVOURITE COMMS QUESTIONS

1. Can my ST talk to another ST using a modem or can it contact any other type of computer?

stf: Because modem information is standardised you can contact any type of computer using standard comms software.

2. Do BBSs cater for all computer platforms or do I need to contact special interest bulletin boards?

stf: Some large BBSs cover more than one computer platform, especially the large on-line services like CompuServe and CIX.3.

3. How much does it cost for a 2,400 baud modem and where can I get one from?

stf: You can pick up the Supra 2,400 baud modem for £64.99 from First Computer Centre give them a call on 0532 319444.

4. Is it only fax modems that you can use to send and receive faxes?

stf: No, a fax modem enables you to send and receive faxes using special software as well as performing the usual comms functions using normal comms software.

5. Can I access software for other types of computer using my ST?

stf: You can download PC, Mac and Amiga software using your ST, but remember that you can only run ST specific software on your ST.

Mirrorsoft splash

SOFTWARE I am looking for extra fonts for Fleet Street Publisher, I have been unable to get any since the demise of Mirrorsoft. Do you have any ideas?

Brian Rycott, Walton-on-Thames

A After extensive checking and many phone calls we have been unable to track down a source for the Ultrascript fonts you require. After some testing and fiddling about we were also unable to use the Ultrascript fonts from the PC version of Fleet Street Publisher 3, they are supposed to be the same file format but –

sadly – they're not. If anyone knows ST Ultrascript fonts then please let us know at the usual address.

Does GEM = GDOS?

SOFTWARE In PD library catalogues they advertise GEM fonts, are these the same as GDOS fonts? If so, where can I get them from?

Richard Rayner, Leeds

A GDOS fonts are also known as GEM fonts and you can get a wide selection from any of the PD libraries listed in our PD directory

– see page 46. Alternatively contact the FaST club 0602 455250, they have a sets of GDOS disks for 9-pin and 24-pin printers and can also supply FontGDOS setups. Each GDOS disk costs £2.95.

Amiga emulators

HARDWARE I have a 1040STE and I would like to know everything about Amiga emulators for the STE because where I live there are no more ST games on sale and I would like to use Amiga games instead. Can you give me the names and addresses of the

SOUND

MUSIC AND MIDI

Andy Curtis discovers how to convert MIDI files from one format to another and offers advice on software pitch wheels

Polyphony problems

I have just bought an Alesis D4 drum module which I use with Notator SL and the rest of my sound modules. When I try to compose the drum part for a piece of music I keep getting the cymbals cutting off almost as soon as I hit them. Is this because my software is cutting off the MIDI message too quickly or do I have a problem with the drum module? This does not always happen, only sometimes.

Margaret Reay, Falkirk

stf: It sounds like your problem is related to the polyphony available on your D4. If you attempt to sound too many drums at the same time then the sounds can be cut off or they may sound "clicky." Try thinning out the drum part a little and see if this helps. We should add that the D4, while being a very capable instrument, is susceptible to these problems. Keeping the drum part simple and uncluttered usually does the trick. The other solution is to use cymbals from a different source entirely.

MIDI blues

I have various sequencers for my 1040STE but there are many MIDI files which I cannot load. This may be because there seem to be different MIDI file formats. Is there a Public Domain utility which converts MIDI files from one type to another? I particularly need to be able to convert MIDI file 0 format files to MIDI file 1 format. Any help is greatly appreciated.

Alec Mamwell, Scunthorpe

stf: Unfortunately we couldn't locate a Public Domain program which fulfils your requirements.

Possibly the cheapest way to do what you need to is to purchase a copy of Midi Studio Master from Ladbroke Computing International 0772 203166. It only costs £9.95 and it loads MIDI files in formats 0, 1 and 2. It also happens to be a smashing sequencer into the bargain.

Soft touch

I have a friend who also has a MIDI setup and we write pieces of music which we swap to go on each others gear. The weird thing is that when I run his sequences – done in PRO 12 – they make my keyboard sound different to when I play the same sound on my keyboard. I have a Yamaha SY22 and he has a Korg keyboard.

Thomas Flood, Eire

stf: The Yamaha SY22 has quite a low level of touch sensitivity. This means that even when you hit the keys quite firmly the resultant velocity value may be quite low, maybe around 90 (out of 127). The Korg, on the other hand, may well be able to generate values greater than 120 on a light touch. This possible discrepancy is probably the root of the "weirdness" you are experiencing. Many sounds vary their tone according to the note velocity at which they are sounded. Your friend is accessing your sounds at a higher velocity than you do through the built-in keyboard. This is making the sounds take on a different tone. If you edit the velocities of the notes you should be able to change them back to what you are used to.

No control

I have a fairly good music setup but my mother keyboard does not have any pitch wheels. Is there any

way that I can simulate the effect of them or can I get a hardware pitch wheel to add to my system?

James Moffat, Huddersfield

stf: As far as we know, there are no hardware pitch wheel add-ons on the market. It may be cheaper and more use in the long run to buy a second-hand keyboard with them on and use a MIDI merge unit to access the functions simultaneously with your main keyboard. There are accessories which perform as pitch wheels and modulation wheels but it can prove quite tricky to get your sequencer to record the output from them. Many sequencers themselves have excellent controller editing facilities and it may well be your cheapest route to simply become expert at using them.

It ain't LOUD enough!

I have a 520STE and I have plugged the sound out of the back on the sockets provided and into my stereo. When I play games and try to listen to the sound through my stereo it is really quiet and not worth all the trouble. Can I boost the sound coming out of my ST with a software program?

Craig Cuttlesworth, Stoneybridge

stf: Your ST should – unless there's a fault – be putting out a decent line level signal from the phono sockets, so the problem may well lie in your connections and possibly your stereo system. Try the setup with some good quality phono leads, preferably new ones, and check that you are using the correct input on your amplifier. One marked "AUX/CD" should do the trick.

If you are convinced that there is a problem with your STE then return it for repair and get it checked out. Most independent computer shops can check the line level output for you.

companies and the current prices of the emulators, I am looking for something cheap and reliable.

Abas Haider, Bury

A Unfortunately there is no such thing as an Amiga emulator for the ST, this has been impossible to achieve because of the dedicated hardware found in the Amiga. There is a joke disk found in PD libraries called the Amiga Emulator but all this does is change your Desktop and make (allegedly) humorous remarks about Amigas. The only way that you can play Amiga games is on an Amiga.

Corruption

D I am suffering from a very annoying problem with my ST. When I try to copy files using GEM either the source or the destination disk gets corrupted usually showing the files from a previously accessed disk, so far I have

wiped four different disks. Could this be a virus?

David Wilson, Cheshire

A Judging from your letter you probably have an STFM rather than an STE, the problem you describe is caused by a small bug in older versions of TOS. When you swap a disk your ST is supposed to detect the change and read the new disk directory, unfortunately this doesn't always happen and your ST thinks the old disk directory in memory is the correct one. It uses this directory as a guide to the empty spaces on the disk. Because there may be files on the current disk in the areas, your ST thinks are free it overwrites them with the new data and destroys the old information.

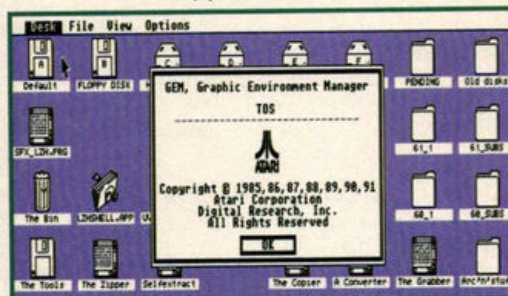
There are a couple of ways around this, you can use a program called FMC (Forced Media Change) from a PD library or you can press the <Esc> key on the ST keyboard after you change a disk - this forces the ST

to read the directory of the disk in the drive. When you do this it's a good idea to make sure the drive actually whirs so you know that the disk has been read.

Mega STE problems

H My internal hard drive on my Mega STE has given up the ghost and died. I have replaced it with a Quantum ELS 170 SCSI drive only to find that the Atari AHDI software doesn't work with the drive. I eventually got it formatted on a friends system but I am still unable to access the drive. I am using the latest Atari AHDI software and I have TOS 2.05 in my Mega STE.

Mark Montreuil via Internet



TOS 2.06 should help sort out your Mega STE set up. As will ICD Professional HD Utilities, it really is indispensable for any serious hard drive user.

GFA WORKSHOP

Mac Marsden grapples with more of your GFA gripes

Shrinking violet

Is there any way in which I can program a box to appear from the centre of the screen, draw in this box and then make it disappear into the centre of the screen again? I am trying to write a small art program for my young son and it would help greatly if you could find a solution.

John Davison, Halifax

stf: The commands you are looking for are `-GRAF_GROWBOX (A,B,C,D,E,F,H,I)` and `-GRAF_SHRINKBOX (E,F,H,I,A,B,C,D)`. `GROWBOX` draws an expanding rectangle. A and B are the initial co-ordinates of the top left corner of the rectangle, C and D are the width and height, E and F are the final co-ordinates of the top left corner, H and I are the final width and height. You must remember to draw a rectangle over the final co-ordinates of the `GROWBOX` function as it does not leave an actual rectangle on the screen, likewise with `SHRINKBOX`, it does not remove the box drawn after using `GROWBOX`, we have included an example for you to follow below;

```
GRAPHMODE 3
BOX 100,100,110,110
PAUSE 25
-GRAB_GROWBOX(100,100,10,10,0,0,300,180)
BOX 0,0,300,180
PAUSE 50
BOX 0,0,300,180
-GRAB_SHRINKBOX(100,100,10,10,0,0,300,180)
BOX 100,100,110,110
```

Program tracing

I am having difficulties with a program I am writing in GFA Basic and need desperately to debug it. Is there any way in which I can run my program while looking at the command lines being executed? So that I can identify the areas which need attention.

Brian Greenfield, Northumberland

stf: `TRON`, `TROFF` and `TRON #n` are the commands you are looking for. `TRON` turns on the trace function. This can be either placed at the beginning of

your program or within a function. `TROFF` turns off the trace function and `TRON #n` outputs to a printer or serial interface where #n is the specified channel number of the required device.

Strings

I am writing a program in GFA Basic, where I need to separate the Christian name and surname from an inputted string. I cannot seem to be able to do this, please can you help?

Alan Errington, Washington

stf: We have included a listing to assist you. After inputting the full name, say GFA Basic, the loop scans the string for the first space from the right of the string. Once found, we initialize `SURNAME$` to equal the surname, but we do not want the space included (x currently is pointing at the space before the surname begins) so we need to increase this by one so that it points at the first letter of the surname. The command `RIGHT$(NAME$,x+1)` places all text right of our pointer (x) into the string `SURNAME$`.

```
PRINT "PLEASE ENTER YOUR FULL NAME"
INPUT NAME$
A = LEN(NAME$)
X = A
DO
    SUB X,1
    WHILE RIGHT$(NAME$,X) <> " "
    SURNAME$=RIGHT$(NAME$,X+1)
    PRINT "YOUR SURNAME IS ";
    SURNAME$
```

Three finger salute

I am trying to write a program in GFA Basic and wish to monitor for someone using the <Control>, left <Shift> and <Alternate> keys to break out of the program. My question is, is it possible to monitor for this and then continue on with the program?

Johnny Dippler, Yeovil

stf: You have to place a line of code at the beginning of your program `ON BREAK GOSUB proc`. This calls a GFA routine that monitors for the keys being pressed. `Proc` is the procedure where you wish to go if the rou-

tine detects these keys being pressed. To turn off this function, once the keys have been pressed, type the line `ON BREAK CONT` and all returns to normal, and `ON BREAK` reactivates the monitoring function. We have included a sample listing below for you to try out;

```
ON BREAK GOSUB DETECT
PRINT "Press CONTROL, LEFT SHIFT AND ALT"
ALTERNATE KEYS"
DO
    LOOP
    END
PROCEDURE DETECT
    PRINT "CONTROL, LEFT SHIFT AND ALT"
    ALTERNATE KEYS have been pressed"
    ON BREAK CONT : DEACTIVATE MONITORING
    RETURN
```

Paused

Is there any way that I can halt my program for a specified length of time without the program operator being able to press a key and continue without waiting?

Colin Cooper, Mansfield

stf: There are two possibilities here, a Do-While loop that counts to a pre-determined number with no escape routes, as shown below;

```
COUNTER = 0
DO
    ADD COUNTER,1
    WHILE COUNTER<1000
```

Or the alternative function, `DELAY x`, where x is a designated number in seconds, and pressing any key or number of keys has no effect;

```
PRINT "I AM NOW SLEEPING FOR 10 SECONDS"
DELAY 10
```

As a safeguard clear the text buffer if you are monitoring for keyboard entries as keys pressed while `DELAY` is operating go into this buffer and may cause your program to do unexpected things.



STOS CORNER

Frank Charlton chuckles and chortles his way through the latest batch of STOS conundrums

Music, Maestro please!

I would like to use some sampled sound in a demo I am writing in STOS and I was told that I need the STOS Maestro Extension to do this, but I can't find it anywhere. Is there any chance of getting hold of this or the elusive STOS Sprites, and is anyone planning to re-publish them?

David Wimbush, Crawley

stf: STOS Maestro and Sprites were both published long ago and Europress have apparently stopped supporting the STOS range of products now. Check through the mail order ads in STF, you may still find a company selling them off quite cheaply. A better bet is to try to get hold of second-hand disks, or better still, use the excellent Missing Link Extension which we gave you on Cover Disk 51 – see page 90 if you missed it – that has far better sound sample replay routines, and you can pick up a cartridge to create the samples such as MasterSound quite cheaply. The Missing Link is Shareware though, and you need to pay £10 if you want to use it regularly in your own work.

Screensaver blues

Is there a screensaver which works with STOS? I've tried loads but they just never seem to kick in. Is it possible to write one in STOS as an .ACB? Could I write one in STOS anyway, even if it won't work within STOS itself?

Graeme Simm, Macclesfield

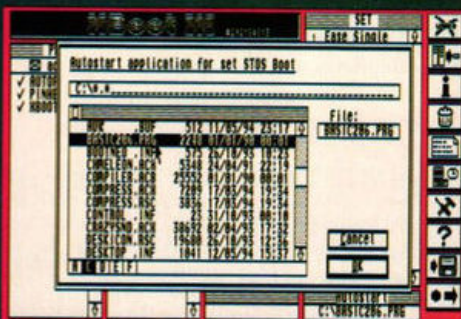
stf: We tried every screensaver we could find including Before Dawn and Rubrik from past Cover Disks, and ours didn't work either. Screensavers normally run as GEM accessories or TSR (Terminate and Stay Resident)

Auto folder programs. They work by sitting in the background and checking regularly for GEM events such as mouse movement, text output or keyboard activity. If they don't detect anything going on for a set period of time, they start working until you interrupt them by using your ST again.

The snag with STOS is that it doesn't use GEM at all, so most screensavers won't work. For similar reasons, writing one in STOS whether as an ACB accessory or a compiled program to run from the Desktop won't work either, as STOS won't provide access to GEM to monitor the VDI and AES activity. If anyone has a screensaver which does work within STOS, please let us know!

Put the boot

I have just bought a second-hand home made hard drive which runs with the ICD Host Adaptor and driver software. When I copied my STOS folder to Drive C and put BASIC206.PRG in the Auto folder, STOS loaded as normal, but the mouse pointer wouldn't move. What have I done? I have an STE



■ Having trouble booting STOS from your Hard Drive? Try setting it as the Autostart Application in a boot manager like XBoot 3 or SuperBoot.

with 2MByte, TOS 1.62 and I use the XBoot 3 boot up program.

Lance Nicholson, Edinburgh

stf: We don't think you've done anything wrong, so we tried the same thing using an old drive formatted with the ICD software and the same thing happened to us. What you need to do is load STOS after GEM has initialised, that is, not from the Auto folder. With XBoot 3 (or any of the PD boot utilities), place BASIC206.PRG on the root directory of Drive C, and select it to be the autostart application. After everything has loaded from the Auto folder, GEM starts and STOS boots as normal. You do lose roughly 32K of memory doing this, but it's better than not running at all! If you have the same problem with a version of TOS older than 1.4, you'll need one of the PD startup programs such as START-GEM – available from most PD libraries or BBS Systems.

Printer problems

When I want a printed copy of my programs, I use the LLIST command in STOS, but long listings seem to go off the right hand edge of my paper. Do you know any way to stop this happening?

Paul Broadhurst, Morecambe

stf: If your printer supports compressed text, you could always print your listings out using that. Alternatively, try saving the STOS program as an ASCII file which you can then print from the Desktop or a word processor. A STOS listing is normally saved in a "tokenised" format, which just looks like gibberish. Type the line as follows:

SAVE "FILENAME.ASC"

This tells STOS to save as ASCII. Printing from your word processor also gives you much greater control of how your listing looks on paper.

Out with the old

SOFTWARE I use 1st Word Plus but I am thinking about upgrading to something better because you seem to think that it's a bit out of date. Do you think I should get Protext 6? I need the program mainly for straight word processing alongside my DTP software and Protext 6 could easily handle my printer's hardware fonts.

Oliver Hilscher, Sheffield

A It sounds as though you have already convinced yourself to get Protext 6 already! 1st Word Plus is an excellent program

but it is nearly ten years old and looking a bit long in the tooth. Protext 6 is modern, fast and supports hundreds of different printers – upgrade to Protext 6, we have!

Amstrad? Who he?

HARDWARE I have an old three inch Amstrad floppy drive model no FD-1, is it possible to connect it to my STE?

J G Nicholson, Wakefield

A Sorry, it's not really feasible to connect an old Amstrad floppy drive to your STE even if it uses

a standard 34-way Shugart connection. The three inch drives were obsolete technology when they were first used in the CPC, PCW and Spectrum +3 8-bit computers. It's extremely unlikely that you can get a regular supply of three inch

Nice and cheap

HARDWARE I am after a cheap hard drive but I don't know too much about them, what's the cheapest setup I can get including adaptors and cables?

Thomas Chappell, Preston

A There's no such thing as a cheap hard drive but the least expensive we could find are the FA.ST S2DC from First Computer Centre £0532 319444 for £339.99; the Protar Profile 50DC from Analogic Computers £081 546 9575 for

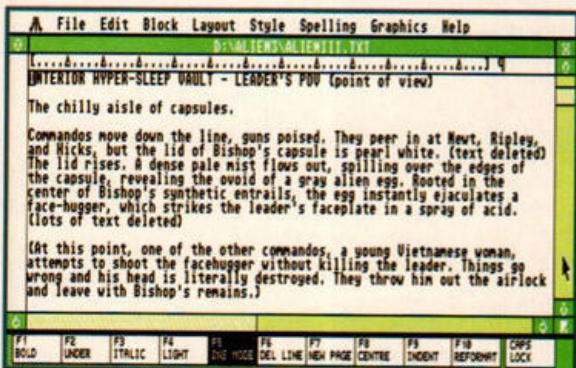
£249.95, the Data Pulse and 170MByte from Ladbroke Computing £0772 203166 for £270 and the Gasteiner 127MByte hard drive for £269 from Gasteiner £081 345 6000. You pay your money and you take your choice.

More Amstrad leftovers

HARDWARE I have just bought an Amstrad CTM 644 colour monitor for use with my STE having been assured by the owner that I could connect it as long as I get the correct lead made up. Where can I get the lead?

David Rae, Crawley

A Call Meedmore on £051 521 2202 with exact details of your ST and your Amstrad monitor and they can make you a lead to order, they normally charge around £15 to make up a special lead.



■ That old classic 1st Word Plus. If you fancy changing your WP though, check out STF60's excellent head-to-head test of all the top titles.

GOT A PROBLEM?

Send your ST related problems to ST Answers, ST FORMAT, 30 Monmouth Street, Bath, BA1 2BW. Please indicate the type of problem on the envelope.

System Solutions

The DeskTopper

NEW. A solid metal case to replace the plastic top of ST(FM/e) and Falcon computers. Only **£69.95**
FreeKeys - separates the keyboard from the computer **£39.95**
DeskTopper & FreeKeys **£99.95**
 Please phone for more information.

CD-Rom Systems

Falcon System: Sony CD-300 Drive, SCSI II Cable, ExtendoS **£239.00**
Complete ST(FM/e) System: CD-300 Translator, ExtendoS **£279.00**
ExtendoS (CD-Rom Driver) **£29.95**

CD Rom Disks

Lohrum Vol 1 (PD/Shareware) **£29.95**
 " Vol 2 (PD/Shareware) **£29.95**
 Gemini (Atari PD/Shareware) **£24.95**
 Clip Master Pro (Clip-Art) **£34.95**
 Midi files and .Mods (Music) **£TBA**

Falcon Add-ons

Falcon Wing 0Mb **£49.95**
 Falcon Wing 4Mb **£179.00**
 Falcon Wing 14Mb **£ Call**
 BlowUP 030 - Software **£15.00**
 BlowUP 030 - Hard 1 **£49.95**
 BlowUP 030 - Hard 2 **£69.95**
 14" Monitors from **£99.95**
NEW 15" & 17" IDEK Monitors **£ Call**
 Clarity 16 **£99.95**
 Cubase Audio (New V1.10) In Stock
 FDI - Falcon Digital Interface In Stock
 FA-8 Falcon Analog In & Out In Stock

Communications

Comms Software
 CoNnect v2.4x **£29.95**
 Includes printed manual and registration

Fax Software (requires Fax Modem)
 Straight Fax v2.10 **£79.95**
 Straight Fax upgrade to v2.1 **£26.00**

NEW - Exchangeable SyQuest Drives
 105Mb, 14.5ms Drive, inc. cart **£399.00**
 105Mb Cartridge **£59.95**
 270Mb Drive: Available soon **£ TBA**

Specials

The Jaguar & Games are now in Stock
 T28 Mhz Accelerator **£189.95**
 1.44Mb Floppy Drive Kit **£79.95**
 The Translator **£69.95**
 HD-Driver Software **£19.95**
 ICD Link II **£89.95**
 ICD Pro Utils **£39.95**
 ST(fm/e) Tower **£189.95**
 Falcon Tower Kit **£159.95**
 Falcon 030, 32Mhz, 4Mb, 60Mb Hdd, M/Tos, S-Gdos, Works **£795.00**
 As above, 120Mb Hdd **£895.00**

To order and for further information telephone or write to:

Mail Order Telephone
0753-832212

System Solutions
 Windsor Business Centre,
 Vansittart Road, Windsor, SL4 1SE
 Fax: 0753-830344

or come to our London Showroom at:

The Desktop Centre
 17-19 Blackwater Street,
 London, SE22 8RS
 Tel: 081-693 3355 Fax: 081-693 6936

All prices include VAT
 For small items under £50 please add £3.50 P&P
 Large items over £50 add £10 courier charge

Monochrome Monitors

The award winning SM14 is a perfect replacement for the Atari SM124/5 monochrome monitors: it exceeds Atari's original specifications. The 14" high resolution, paperwhite FST (Flatter, Squarer Tube), gives a perfectly centred, crisp, sharp image without blurring at the edges.

The SM14 comes without, and the SM14s with, a speaker. The SM14f is for the Falcon. A Tilt and Swivel stand comes as standard.

The special version for STfm/Mega ST installed with Overscan, the screen enhancer, gives a 40% bigger display.

All monitors come as a plug-in-and-go unit, complete with Atari plug, and no adaptors are necessary.

"Essential Buy, 90%"

ST Review, May 93

SM14/f without audio **£129.95**
 SM14s with audio **£149.95**
 OverScan ST **£39.95**



ATARI ST
ESSENTIAL BUY

MiniS - Hard Drive System

The MiniS Hard Drive System comes with drive capacities ranging from 40Mb up to 1800Mb. This full SCSI system is hardware compatible with all Atari computers, Amiga, Mac, PC etc. They are unrivalled in size, noise, speed, and style and come with a thru port for expansion.

It is the only Hard drive awarded an Essential Buy of 92% - Atari ST Review Christmas '93, and a Gold Award of 93% - ST Format Feb. '94

★ Quiet fan ★ Internal Power Supply 100-240V
 ★ 2 Year Warranty ★ Small (2.5x6x8.5in) (WxHxD)
 ★ Dual SCSI port ★ Device Number Switch ★
 ★ Now with HD-DRIVER FREE

	TT/Falcon	ST(FM/e)
40Mb	-----	£199
127Mb	£229	£269
170Mb	£259	£299
270Mb	£339	£379
340Mb	£399	£449
540Mb	£599	£639
1.0Gb AV 10ms	£899	£939
1.7Gb AV 10ms	£1199	£1239

Please add £20 to ST(FM/e) if the ICD Link II is required.
 Heavy Duty professional cases with 60W Power Supply, add £50.
 All Prices include VAT



ATARI ST
ESSENTIAL BUY

GOLD AWARD
ST Format

Falcon 030 Systems - 32Mhz

The Falcon is fast becoming the preferred choice for 8 track digital recording, with powerful programs such as Cubase Audio using it to its full potential. The DSP chip opens up a whole new world of Sound and Graphics. System Solutions now supply 32Mhz Falcon 030 computers from stock.

PowerUp2 is a brand new 32Mhz accelerator for the Falcon, available now. PowerUp2 doubles the CPU

clock speed and does not take up the internal expansion slot.

We supply systems for Music, Desk Top Publishing, Image Manipulation, Animation, Desk Top Video, fax & modem use etc. Please phone for your personal quotation of a tailor-made Falcon 030 System.

PowerUp2 kit **£59.95**
 PowerUp2 fitted **£99.95**
 Falcon 030, 4Mb Memory **£599.00**
 with PowerUp2 fitted **£659.00**



MagiC - Multitasking Operating System

"It's like running an accelerator and getting the multitasking thrown in for free." ST USER, Feb. 1994

MagiC is a full TOS replacement, a very fast disk filing system; has accelerated serial, midi and printing routines, and is, of course, a true pre-emptive multitasking system.

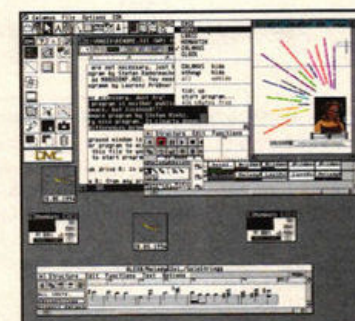
MagiC Desk, a replacement Desktop and a powerful command shell have been included. MagiC runs on all ST, Mega and TT computers with 512Kb, but 2Mb is recommended for a

useful working system. The Falcon version is expected later this year.

"If you want a multi-tasking system that works simply and reliably, then MagiC is for you." ST Review, June 1994.

MagiC (Intro price) **£49.95** **£59.95**
 MagiC and NVDI **£49.95** **£89.95**
 MagiC and Kobold **£49.95** **£99.95**

NB: Excellent with Calamus SL. Compatible with Notator Logic, but not with Notator SL and not yet compatible with Cubase.



NVDI

NVDI replaces the Atari display routines. Screen updates with NVDI are 3-10 times faster. Works with all TOS versions on all Atari ST, MegaST, TT and Falcon 030 computers.

Cubase and Notator compatible. 'Compatibility is remarkable and we have yet to find a program that is not compatible with NVDI'.

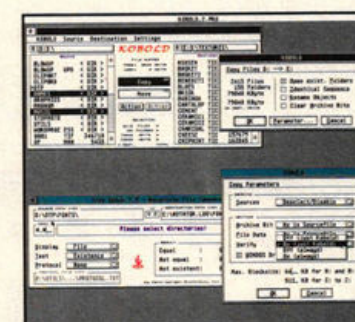
ST Review Issue 16, August 1993.

NVDI version 2.5 **£49.95**
 NVDI & Kobold **£89.95**

Kobold

Kobold is a high speed file manager. It's unique handling of the Atari file system gives unrivalled speed when copying, moving and deleting files. Copies 1000 files, (10Mb) in 45sec, (GEMDOS 5:35min) Use Kobold for Backups, Formatting Floppies, Move/Copying, Updates, Timed Jobs, etc... It also includes a script learn function to automate repetitive functions. Can be run as an .ACC or .PRG

Kobold 2.5 (Intro Price) **£49.95**



Repairs and Upgrades

All repairs are carried out by qualified personnel. If you would like a quote, please ask for an estimate. Need it back in a hurry? Then ask for our professional next-day service. Call us to discuss your upgrade requirements. We fit all quality upgrade products available. We can collect and deliver by courier.

Atari Workshop is
 the only UK company
 with TWO full-time
 Atari Service centres.

Windsor Service Centre:
 off Duke Street, Windsor, SL4 1SE.

Tel: 0753-818816

London Service Centre:
 17-19 Blackwater Street, East Dulwich,
 SE22 8RS. Tel: 081-693 1919

Call the professionals
 now for your personal
 quote.

ATARI
WORKSHOP
 www.stformat.com

ICONS ANTIQUES

Getting a TOS 2.06 upgrade without the icon data that goes with it can be a bit of a problem, Clive Parker shows you how to create customised icons for your TOS 2 Desktop

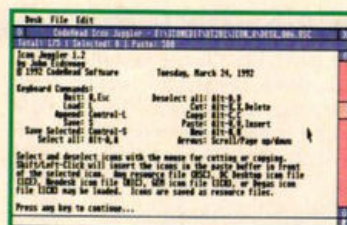
It's always galling to find that you can't use some of the features of a new operating system because you haven't got some of the backup software that goes with it, this is especially true of the great

maintenance of a set of TOS 2 icons on the Cover Disk, the two programs are called *Icon Juggler* and *Makelcon*. Using these two excellent programs in tandem enables you to either create your own icons from scratch or to pinch designs from ready-made sets of icons and include them in your own customised DESKICON.RSC file.

Juggling act

Icon Juggler is a remarkable little program that runs in medium or high resolution enabling you to take icon files in several different formats and save them as standard resource files with a maximum limit of 500 icons in a file. The program loads

icon files with the extensions RSC, ICE (DC Desktop), NIC (NeoDesk) or ICN (*Degas Icons*) enabling different icons from several different replacement Desktop systems to be combined into one format.



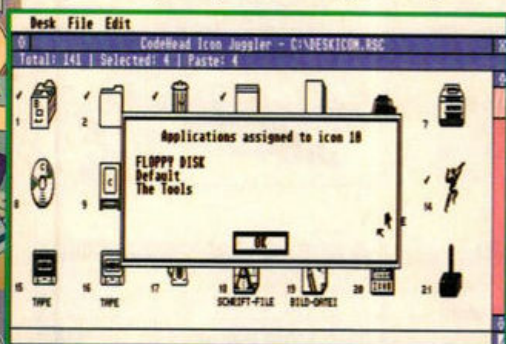
Icon Juggler has its own on-line help screen just a key press away. Press the <Help> key and all the keyboard shortcuts are displayed on-screen.

When you run *Icon Juggler* it automatically loads the DESKICON.RSC file on your boot disk – if it exists. If you don't have a DESKICON.RSC file then the program presents you with a blank window waiting for an icon file to be loaded. If you have Cover Disk 48 then you can load the sample DESKICON.RSC file we created containing 100 customised icons. You can also use the icon files on disk UT.201 from the Fast

Club ☎ 0602 455250 to build an icon file. To load a file simply press the <L> key or select the Load command from the File menu and the icons are displayed on-screen. If you want to add more icons to the file up to the 500 icon limit then press <Control><L> or select the Append command from the File menu. This adds the contents of the new file to the set of icons already in memory.

Once you have the desired number of icons in the file you can start using the juggling side of the software. You can select, move, delete and save as many of the icons from the file that you wish. To select an icon you just have to click on it with the left mouse button, click on it again to deselect it. Once you have selected a number of icons you have several options open to you, you can save all the selected icons into their own resource file using <Control><S> or the Save Selected command from the file menu, you can cut the icons and store them in the paste buffer by pressing <X> or you can copy the icons into the paste buffer by pressing <C>. Pressing <V> adds the contents of the paste buffer to the end of the icon file.

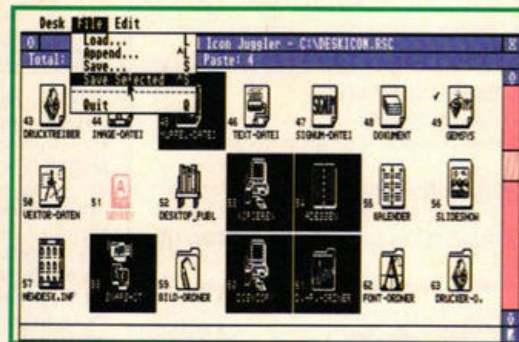
If you want to move a specific icon from its position at the end of the file and paste into the file as icon number one then use the fol-



All icons with a tick next to them have been assigned from the Desktop, if you double-click on an icon with a tick next to it an alert box appears with details of the icons assignments.

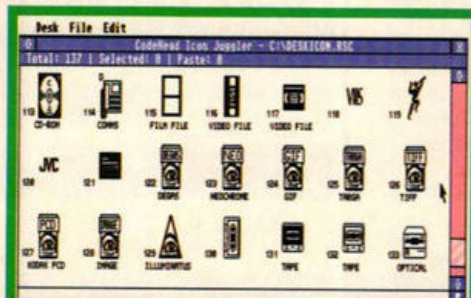
new icon system you should get with TOS 2.06.

In issue 48 of *ST FORMAT* – turn to page 90 if you missed it – we gave you a couple of programs to help you with the creation and



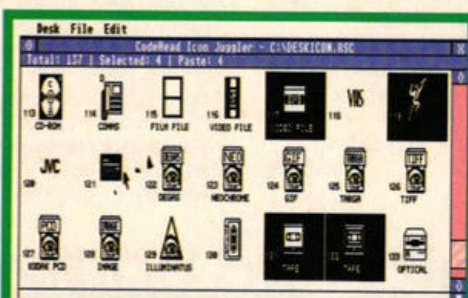
If you want to nick icons from another icon file to create your own you can select a group of icons and save them as a separate resource file using the Save Selected command from the file menu.

JUGGLE THOSE ICONS ABOUT, BOYS



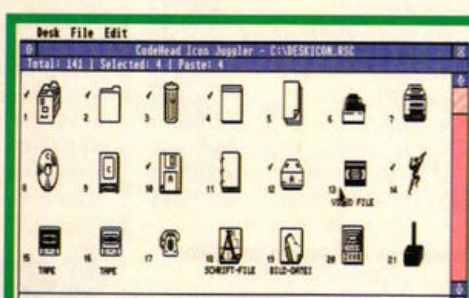
1

It's dead easy to use *Icon Juggler*, all you have to do is run the program and the current DESKICON.RSC file is loaded. Now use the Append command to add your newly designed icons to the file.



2

You'll probably want to move some of your new icons nearer to the start of the file to make them easier to assign from the Desktop. Select the items you want to copy and then press the <C> key.



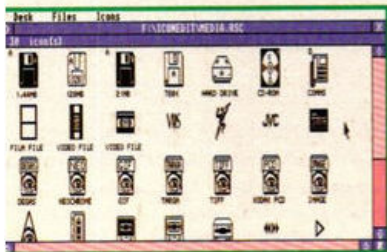
3

Now scroll up through the icons to the start of the file and move your mouse cursor over the position where you want to paste your icons, press <Shift> and the left mouse button to paste.

lowing procedure. Select the icon to be moved and press the <X> key, scroll to the start of the file and move the mouse cursor over the position where you want the icon to be positioned. Now press the <Shift> key and click once with the left mouse button. The icon is pasted into the new position. You can use these methods to customise your DESKICON.RSC file using just the icons you want to use. If you can't find the icons you want among the hundreds to be found in the Public Domain then you'll just have to create your own.

Making it up...

If you want to design your own icons then you can use any resource file editor, such as WERCS or Orcs on FaST Club disk UT.201, to make them individually or in large



■ When you create a set of icons in Makelcon it's a good idea to use the same theme for the set, this set uses a media theme. Remember that there is a limit of 54 icons in each set created in Makelcon.

groups. The only problem with resource file creators is that they are generally quite fiddly to use when it comes to creating icons and images pixel by pixel.

The easiest thing to use is Makelcon, the icon designer program we included with Icon Juggler on Cover Disk 48. Using this program you can design your own icons with ease and save them as resource files that you can load directly into Icon Juggler. The only restriction with Makelcon is that it has problems if you try to create more than 54 icons or load more than 54 icons into it from an external file, apart from this small restriction it works fine.

Run Makelcon and wait for the menus to appear at the top of the screen, go to the File menu and select the Open a RSC command – if you have a RSC file to load. If you want to create a new icon file then go to the Icons menu and select the Make Icon command. This takes you directly to the icon editing screen.

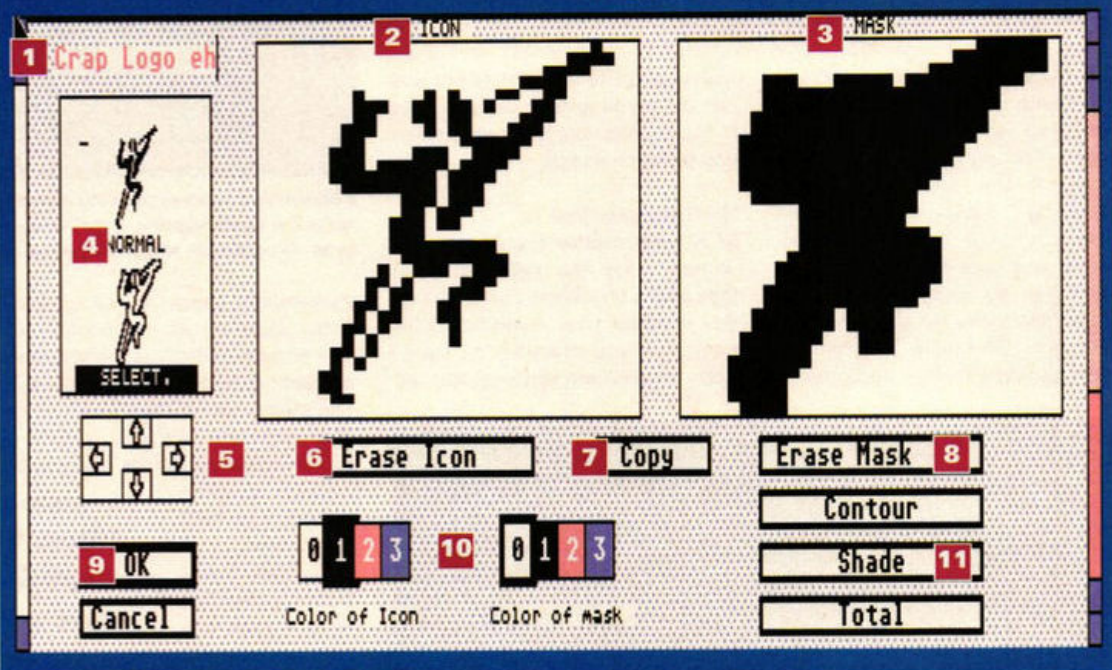
The screen is divided into two large boxes for designing the icon and the mask data, a display area to show the icon at actual size and some control

MAKING ICONS MADE EASY

You won't have any problems using Makelcon, it's just about the easiest way to create new icons on your ST. Here's a quick guide to the main editing screen

- 1** Icon name: you can enter the name of your icon in this field and it is displayed on-screen in the Icon Juggler and Makelcon windows.
- 2** Icon data: this is the area where you design and edit icon information using the mouse button to toggle pixels between black and white.
- 3** Mask data: this is where you enter the mask data, this determines what the icon looks like when it is selected in a window or on the Desktop.
- 4** Icon display: an actual size display of the icon currently being edited in both normal and selected modes.
- 5** Cursors: you use these four arrows to scroll your design around the display window.

- 6** Erase icon: select this button to erase the data within the icon window. There's no Undo option in the editor so be extra careful before you decide to delete any of your designs.
- 7** Copy: use this option to copy the icon data from the data window to the mask window.
- 8** Erase mask: select this button to erase the data within the mask window. Again, there's no undo option available – once you erase something it's gone for good.
- 9** OK and Cancel: use OK to store the changes to the icon and mask data, use the Cancel button to exit without changes.
- 10** Colours: select the icon and mask colours for your designs. Using colour one for the icon and colour two for the mask gives the best results.
- 11** Mask effects: Three ways to make a mask, Contour draws around the outline of the icon, Shade fills in the entire icon area while Total fills the complete mask window.



buttons to scroll the data, select the icon and mask colour and create "instant" masks for the icons you design.

To create the icon you simply draw in the icon data box using the mouse and the left button to select pixels, to deselect a pixel you just

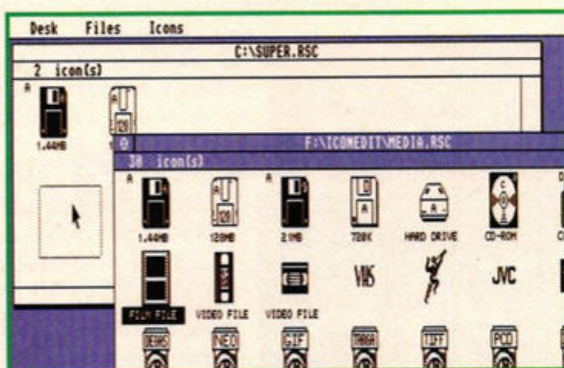
click on it again. You can create the mask in several ways, you can draw it pixel by pixel using the mouse, select the Contour button to draw around the outlines of the icon, select the Shade button to completely fill the area of the icon or select the Total button to fill the entire mask box.

There are a couple of other buttons enabling you to erase either the data or the mask and to copy the icon data to the mask window.

Once you are happy with the final design of the icon select the OK button to return to the main Makelcon workscreen. You can design more icons to add to

the resource file by selecting the Make Icon command, it's best to create a series of related icons in small batches of about ten to 20 – you can always merge icons together later in Icon Juggler to make a full DESKICON.RSC file to use with TOS 2.06.

By using these two programs you can create your own customised Desktop with its own distinctive look using your icon designs both for Desktop icons and window icons and really use the extra features of TOS 2.06. **stf**



■ You can open more than one resource file at once in Makelcon, this enables you to drag individual icons from one resource file to another – a simple method of "borrowing" other designs.

Register Shareware

Icon Juggler is Shareware and you must register it if you use it on a regular basis, send \$15 to John Eidsvoog, PO Box 74090, Los Angeles, CA 90004, USA. If you send a disk and return postage John supplies you with the latest version of Icon Juggler.

USING MUSIC



Last month we gave you the demo version of the excellent *Music Mon 2* soundchip synthesizer for your ST.

Andy Curtis takes the lead, assisted by Frank Charlton on backing vocals...

If you've played about with the demo of *Music Mon 2* that we gave you on last month's Cover Disk, you may have found some of the functions a little bemusing. MM2 works almost identically to a "normal" Sound-tracker but uses the ST's internal soundchip to create the sounds rather than using samples and only offers three channels. You can use small samples though, most tunes

use a couple for the drums but you can try anything from a piano note to the squeak your cat makes when you stand on its tail.

Getting started

MM2 runs in either low or high resolution - see last month's Cover Disk pages for details on which one you need for your resolution. (See page 90 if you missed your copy.) Both versions are identical and our



The complete on-line help facility is just a key press away enabling you to find all those awkward keyboard shortcuts instantly.

TAKING NOTES

If you're used to conventional musical notation you might find MM2's method of displaying musical info a bit odd. Notes are shown in the three-column window, one column for each of the ST's soundchip channels, like this:

C#-1 03 D-4 23

The first part (C#) is the actual note - in this case, C sharp. Next is the octave it was played in, from one to five. The final two-digit number is the instrument you used when you played the note. Sampled instruments are shown with a little sym-

bol before the note which looks like a squiggle. A bit confusing at first, but simple to get the hang of after a while. Honest!

48	G--4	18	C--2	00	E--4	19
41	C--2	00	G--4	19	A--3	19
42	C#-1	00	C--2	00	F--4	19
43	C#-1	00	C--2	00	F--4	19
44	C#-1	01	C--2	00	F--4	19
45	C#-1	00	A--3	19	C--2	00
46	C#-1	00	C--2	00	E--4	19
47	C--2	00	F--4	19	A--3	19
48	C#-1	00	C--2	00	A--4	19
49	C#-1	00	A--3	19	C--2	00
50	C#-1	00	C--2	00	E--4	19

Music by numbers - MM2 shows your songs as numerical data like this.



Music Mon 2 doesn't enable GEM access at all, so any Desk Accessories loaded are just wasting valuable memory that you could be using for your song. Even the file selector ignores GEM but it's very similar in use.

screenshots from the colour program apply to the mono one too. The bottom half of the main screen is taken up by three columns. Each represents one of the three soundchip channels available and you can switch between the one you're working on using the left and right cursor keys.

MM2 builds a song using Patterns - each pattern can be up to 64 entries (four bars) in length. Using patterns, you can construct a song with separate sections, like an intro or main melody sections and link them together to form your song. There are up to 70 patterns to use and any pattern can be re-used as many

times as you like. For example, if you have a good drumbeat section you like, it's easy to repeat it. A song is played in Sections, and each one has a pattern assigned to it. Each section follows the previous one - starting at zero, followed by one, two and so on. You don't need to compose the patterns in

"Don't try to do everything at once - start with a basic drum track, then add a bassline and take it from there"

any logical order, as section zero could play pattern three, section one plays pattern six and so on. You sequence the patterns using the panel at the top-right of the screen. SONGPOS lets

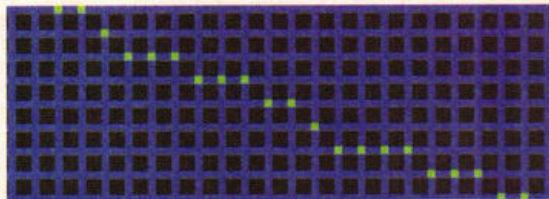
you select which section of the song you're working on, and PATTERN, assigns the pattern to it! Step through one of the example songs on the disk to see how the same pattern can be recycled at different times in the song.



DON'T PANIC!

It's easy to be over-awed when looking at a screen full of characters, symbols and icons for the first time. Don't let this worry you. *Music Mon 2* is actually a very easy program to use once you have got to grips with the basics. On the Sound Edit page, for example, you can do no harm even if you just click to see what happens. Give it a go, you may surprise yourself by quickly learning what each function does. Above all, have fun with *Music Mon 2*, it's a great program.

MON



Entering notes

MM2 lets you record notes in two ways – with a MIDI keyboard or using your ST's keys. Not all the keys are used though as your ST keys work as a piano keyboard covering two octaves. To access the full five octaves MM2 provides, you'll need to switch between them by using the little number buttons at the bottom right of the screen, or by pressing <F1> to <F4>. MM2 records any octave changes you make in the song, so playing a section in octave one then switching

plays through and repeats at the end and any keys you press are recorded in real-time. To begin with, this can be handy to lay down a basic track and you can tweak the timing later in step mode. You may find that notes aren't played where you thought they'd be when you were recording in real-time, but that's because of the basic 64-step resolution of the sequencer – it's a

quirk of all programs of this type. The real key to creating something, which doesn't sound like the soundtrack to a kung-fu film played backwards through a cheap transistor radio, is patience.

Don't try to do everything at once – start with a basic drum track, then add a bassline and take it from there. Be creative and, above all, experiment! Take a look

at our step-by-step guide to the Sound Editor and try playing with the humongous array of twiddly bits it offers by modifying an existing sound. It's important to remember that the sound is changed straight-away though, and there's no Undo function. **stf**



USING SAMPLES

If you're sick of listening to tunes with horrible bleeping synthesized percussion, you can add a touch of the real world by using samples. Even the simple addition of "real" drums can make your songs sound much better. Only channel one can use samples, but you can mix them with soundchip instruments in the same pattern. Switch between chip and digi mode by pressing the <-> key. Try using digi drums with a chip-sound hi-hat interspersed between drumbeats for a good example. You can use samples other than the ones supplied, but anything larger than 20K gets its tail chopped off.

Clicking the button with the sample icon in brings up this sub-menu, where you can tune and transpose samples as well as adjust the volume. Set the values and click the appropriate button to effect your changes.



SOUND EDITING, THE MUSIC MON WAY...

There's so much going on in Music Mon 2 it's difficult to know where to begin. So for no real reason, let's start at the top-left corner

- 1 The Envelope Curve window, where you can define the physical "shape" of the sound using the mouse – experimentation is the key here.
- 2 Click here to join any gaps in the envelope shape you've drawn with the mouse.
- 3 Amplitude Modulation controls how the volume (amplitude) of the sound behaves as it is played. Fade in and fade out effects can be easily generated.
- 4 Frequency Modulation Sound Generator: The guts of most sounds, it controls the actual sound synthesis bits like pitch and waveform.

- 5 General sound management functions, such as copying from one to another as well as switching between SOUND and NOISE modes – useful for effects or synthesized percussive noises.

- 6 Arpeggio – in this sense, a fast repeated note sequence which can be used to simulate chords.
- 7 Pitch Bend Controller – you can make an instrument's pitch slide up or down as it plays.
- 8 Changes the sound's volume – useful for quietening those noisy drums.
- 9 The FM Control Panel (see 4), but used for instruments in NOISE mode.
- 10 Pitch Bend controls for NOISE instruments to generate all those woaaaahhh type effects.

The uncluttered high resolution screen is identical to the colour one, other than the fact that it has a non-working Save button. Oh, and it isn't as pretty to look at either.

to two half way through the song sounds just as you played it. Try playing with these controls – you can make instruments sound totally different just by doing this. Pressing UNDO switches you into Record mode and every key you press is stored in the current pattern as a note. You can add a rest or blank space into a pattern using the Spacebar or just step through with the cursor keys.

If you press <Tab> while in record mode, the current pattern

THE FULL MONTY

If you've had fun with the MM2 demo, you can get the full version from CGS Computerbild (☎ 081 6797307) for just £30, including source in GFA and Assembly language to use your compositions in your own programs.



ST FORMAT MAILORDER

100 AMAZING PUBLIC DOMAIN PROGRAMS FROM ST FORMAT

FUTURE PUBLISHING

Four disks crammed with nearly 6MBytes of full programs, utilities, games, productivity and creative applications, all explained with a special booklet from STF. Amazing value. DESCRIPTION: 100 PD PROGRAMS STF PRICE: £14.95 ORDER No: STF4DP



STAR BUY
£14.95



FRONTIER: ELITE 2

GAMETEK

Join the hordes of people who have already experienced the joys of wandering around space, doing absolutely anything you fancy while you're there - the choice is yours. All you have to do is order Frontier: Elite 2. DESCRIPTION: FRONTIER RRP: £29.99 STF PRICE: £25.99 ORDER No: STFFRO

STAR BUY
£25.99

STF RATING 91%

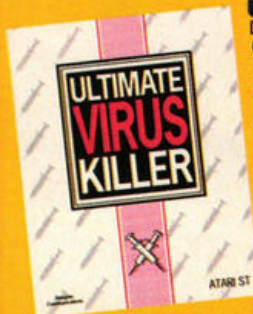
UVK v6

DOUGLAS COMMUNICATIONS

A beautifully updated and easy to use version of this comprehensive virus killer - it can repair over 700 commercial titles and can identify over 1,500 bootsectors. DESCRIPTION: ULTIMATE VIRUS KILLER RRP: £12.95 STF PRICE: £9.95 ORDER No: STFUVK

SAVE £3
£9.95

STF RATING 92%



SEQUENCER ONE PLUS UPGRADE KIT

GAJITS

Upgrade to Sequencer One Plus for extra features like the unique Diamond Drag note-editing system, improved sample playback, tempo maps and a handy auto count-in!

DESCRIPTION: SEQUENCER ONE PLUS STF PRICE: £39.95 ORDER No: ST395

£39.95

STF RATING 84%



SPECIAL OFFER!!!

£10 FOR THREE WITH FREE BINDER (WORTH £5.95)



ISSUE 60



ISSUE 59



ISSUE 58



ISSUE 57



ISSUE 56



ISSUE 55

JULY 1994
Disk: Snackman, Deskpic, Sam 2 Disk, Diskfree, AutoRAM, and Music-Mon 2 demo. Inside: The next generation of ST games. Word Processors - sorted! Reviewed; Exposé, Vector Pro...

JUNE 1994
Disk: Mouse-Ko-Mania; Video Master; Morph. Inside: Video - how to edit and produce films; everything you need to know about DTP; POV 2 reviewed; Tempest 2000.

MAY 1994
Disk: Quartet; Cannon Fodder demo. Inside: Piracy - your views; DIY monitor switcher; GDOS exposed; AVP previewed; DA's Picture reviewed.

APRIL 1994
Disk: Demos of UVK v6 and Thought!, plus Tri Heli and Holocaust. Inside: direct to disk recording; Chagall and Cannon Fodder reviewed; move the ST's mouse port.

MARCH 1994
Disk: F1 demo, children's colouring book; plus 5 utilities. Inside: Over 100 ST tips; image processing; Cubase Audio review; Goal! review; Jag pages.

FEBRUARY 1994
Disk: Frontier - Elite 2 demo; Stomp; Before Dawn, DM Editor. Inside: Your ST's future; Atari-Works; Cybermorph reviewed. 16 page Jaguar section.



ISSUE 54



ISSUE 53



ISSUE 52



ISSUE 51



ISSUE 50



ISSUE 49

JANUARY 1994
Disks: KCS Omega; Hyperpaint 2; Spherical, Nova. Inside: Frontier: Elite 2 previewed; best buys of 1993; Vidi ST and Colorburst scanner reviewed.

DECEMBER 1993
Two disks: Arabesque, a vector graphics program worth £130 plus a useable demo of Raystart. Inside: Falcon special plus the index of 1993.

NOVEMBER 1993
Two disks: Wordflair - a whole program; Magic Boy demo. Inside: Five DIY upgrades; scanning, digitizing and sampling; footie games.

OCTOBER 1993
Disk: Zool demo; Fractal Playtime; STOS extension. Inside: Games testing; colour printing; high and low end DTP; using fractals in art and music.

SEPTEMBER 1993
Disk: Civilization demo; Supercard database; Mega Depack; Runes. Inside: 50 inspiring ideas; Photo CD; 50 techie terms; Legends of Valour.

AUGUST 1993
Disk: POV Raytracer complete program and the Chaos Engine demo. Inside: Discover the power of raytracing, and take a look at MultiTOS.

BACK ISSUES

£4 EACH

Go on, treat your ST to some of these amazing ST FORMAT bargains

DIAMOND BACK 3

HISOFT

The very latest version of the best-selling backup utility. "Lightning fast, very stable and a joy to use." A must for HD users.

DESCRIPTION:

DIAMOND BACK 3

RRP: £49.95

STF PRICE: £39.95

ORDER NO: STFDB3

SAVE £10
£39.95



THE BEST OF ST FORMAT

FUTURE PUBLISHING

Features, beginners' guides, huge jargon busters section, techie tips and reviews - plus optional disks - it's great!

DESCRIPTION: THE BEST OF STF WITH TWO DISKS

STF PRICE: WAS £15.40 NOW £9.99

ORDER NO: ST BOOK D

SAVE £5
£9.99



BREAKTHRU AND BREAKTHRU PLUS

GAJITS

MIDI and sample sequencer, 64 tracks, score editing, drum editing, a jukebox feature and Diamond Drag note-editing system. Plus version includes hardware for 16 additional MIDI channels.

DESCRIPTION: BREAKTHRU PLUS

RRP: £159.95

STF PRICE: £139.95

ORDER NO: STF438

DESCRIPTION: BREAKTHRU

RRP: £129.95

STF PRICE: £109.95

ORDER NO: STF437

SAVE £20
STF RATING 90%



ST FORMAT BINDER

TWO FOR £9.99



ST FORMAT

Keep your collection of the world's most exquisite ST magazine together in this quality binder!

DESCRIPTION: ONE BINDER

STF PRICE: £5.95

ORDER NO: ST112

DESCRIPTION: TWO BINDERS

STF PRICE: £9.99

ORDER NO: ST1122

£5.95

£12.95

STF RATING 81%

MUSIC IN SEQUENCE

MUSIC SALES

This very easy-to-follow book shows you how to write songs on a sequencer.

DESCRIPTION:

MUSIC IN SEQUENCE

STF PRICE: £12.95

ORDER NO: ST398

ROCK'N'ROLL CLAMS

CASPIAN

A rollicking romping platform puzzler. It's got style, game play and brill' music.

DESCRIPTION:

ROCK 'N' ROLL CLAMS

STF PRICE:

£12.95

ORDER NO:

STRRC

£12.95



MAGIC BOY

EMPIRE

As fearsomely cute as it is playable. It's bright, barmy and downright bleedin' good - plus Cool Croc Twins as an extra bonus.

DESCRIPTION:

MAGIC BOY

STF PRICE: £21.99

ORDER NO: STFMG

STAR BUY
£21.99

STF RATING 84%



ST FORMAT MAIL ORDER BACK ISSUES

Name _____

Address _____

Postcode _____

Telephone _____

Description _____

Order number _____

Price _____

TOTAL ORDER _____

Method of payment - please tick appropriate box

☐ Access

☐ Visa

☐ Cheque

☐ PO

Credit card number _____

Expiry date _____

Please send me the following back issues at £4 each:

--	--	--	--	--	--

--	--	--	--	--	--

Please make all cheques payable to Future Publishing Limited.

Customers outside the UK please add £4 for overseas delivery

SEND THIS FORM TO: ST FORMAT Mail Order, Future Publishing, FREEPOST, (BS4900) Somerton, Somerset, TA11 6BR. You don't even need a stamp if you post it in the UK!

Please tick here if you do not wish to receive direct mail from other companies ☐

■ If you wish to order by credit card or have any queries, all you have to do is ring the Hotline on...

0225 822511

■ Customer Services can be contacted on 0225 822510

T2:UPGRADE

If you've got a TOS 2.06 upgrade in your ST then you probably haven't got a manual for it. Clive Parker explains the twiddly bits of TOS 2.06

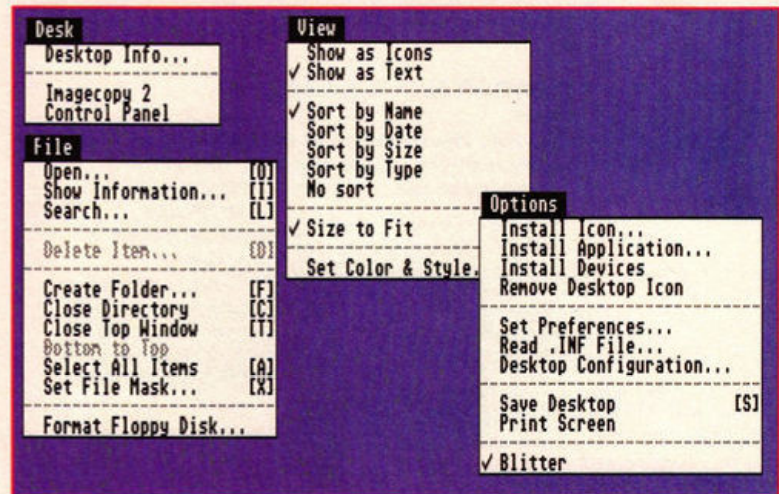
Great idea, you get a switchable TOS upgrade for your ST or STE and you have no problem installing it. The only trouble is that unless you get the upgrade from Compo Software you're not going to get a TOS 2 manual with it.

So you're stuck with a great new operating system but have no idea how to go about using the

extra features hidden within. Well now your problem's solved with our handy pocket-sized guide to TOS 2. Of course, you do need the trousers with the special pockets.

Better menus

The first place you start to notice the new features in TOS 2.06 are in the drop-down menus on the Desktop. Apart from extra commands



These are our suggested Desktop command shortcuts, they are simple to set up and easy to remember.

and new functions, many of the menu items now have a letter next to them, these are keyboard shortcuts enabling you to call any of the Desktop menu commands by simply pressing a key. These shortcuts are not fixed, you can configure them yourself to create your own customised Desktop. We've always found it best to assign easy to remember shortcuts such as <F> to create a folder, <S> to save the Desktop and <I> for the Show Information command.

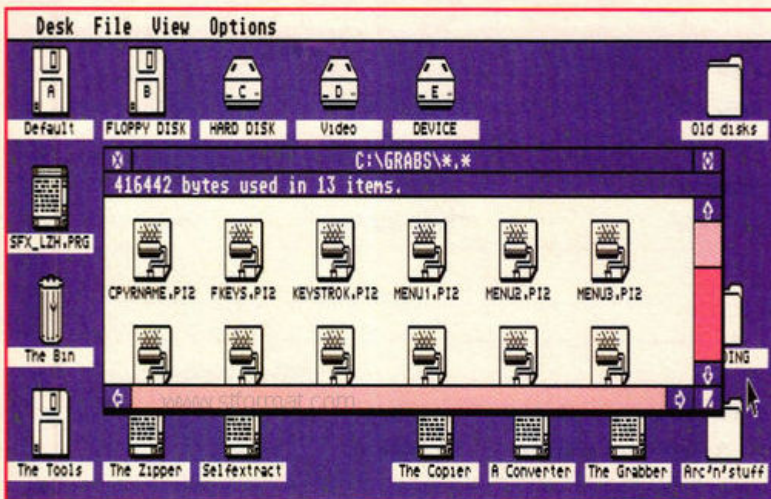
It's dead easy to set up a keyboard command shortcut, all you have to do is go to the Options menu at the Desktop and select the

Desktop Configuration command. You are presented with a rather impressive looking dialog box with three distinct sections, the bottom section of the box is the area we're interested in.

The bottom box is called Define Single Keystroke and enables you to do just that, a pair of arrows enables you to scroll back and forth through the Desktop menu

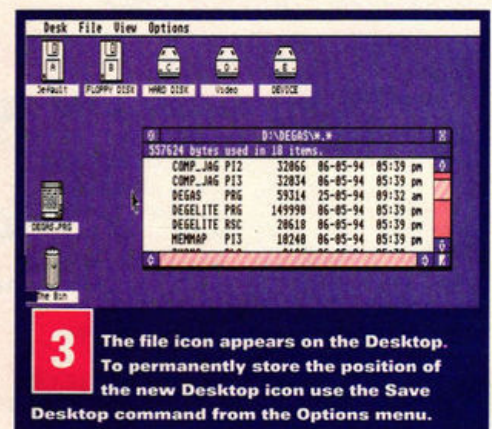
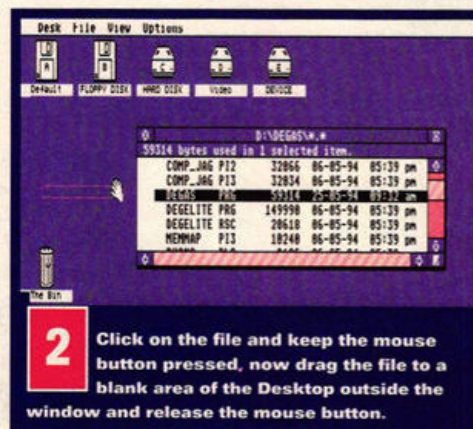
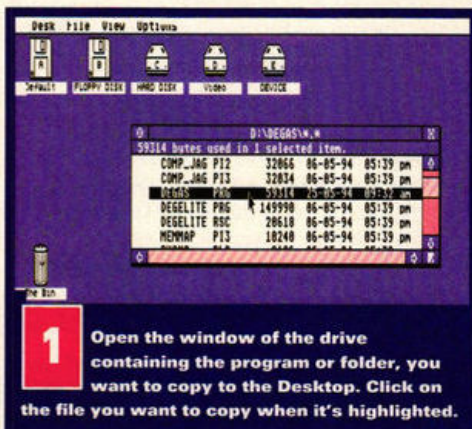
commands and you can enter the new key letter by simply pressing the appropriate letter on the keyboard. If you pick a letter that's already defined you are asked if you want to overwrite it, select Yes and carry on. After you have

"These shortcuts are not fixed, you can configure them yourself to create your own customised Desktop"

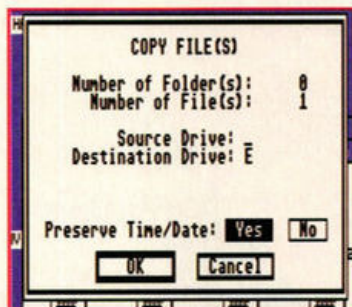
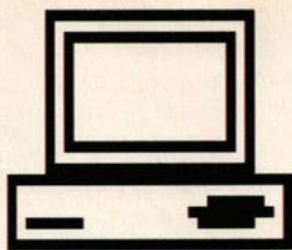


It's the TOS 2 Desktop ready to bound forth and do battle with the forces of evil. Alternatively, you could use TOS 2 to improve the quality of your ST's life and save yourself time and hassle on a grand scale.

MOVING PROGRAM ICONS TO THE DESKTOP

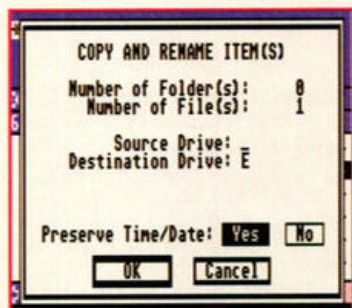


DAY



■ Normal file copying just creates a duplicate of the original file.

defined all the menu commands you wish – you can define as many or as few as you like – click on the OK box to return to the Desktop. To save the setup for the next time you use your ST you must use the Save Desktop command, this saves the keyboard shortcuts as part of the NEWDESK.INF file that loads

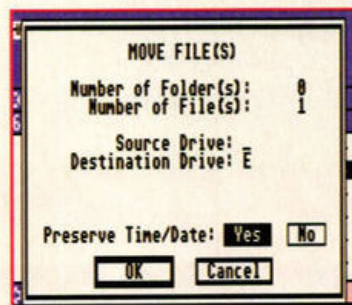


■ If you press the <Alternate> key you can rename the copy of the file.

from floppy disk – or hard drive – when you boot-up your ST. If you don't save the Desktop then you lose your customised layout.

Function keys

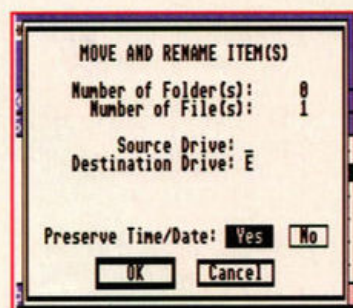
Another bonus for the newcomer to TOS 2.06 is the ability to launch programs from the function keys, especially handy if you have a hard drive. You can select your 20 favourite programs and assign



■ If you press the <Control> command the file is copied and the original version deleted.

them to one of your ST's function keys, then programs assigned to keys <F1> to <F10> and ten assigned to <Shift><F1> to <Shift><F10>.

Setting this up is pretty easy too. All you have to do is click once on the the program you want to launch from a function key and then select the Install Application command from the Options window. There are three lines you can



■ If you press <Control> and <Alternate> the file is copied, renamed and the original deleted.

edit at the top of the dialog box, the only one we're interested in here is the Install As: F line. All you have to do is enter the number of the function key you want to assign after the F prompt and then click on the Install button.

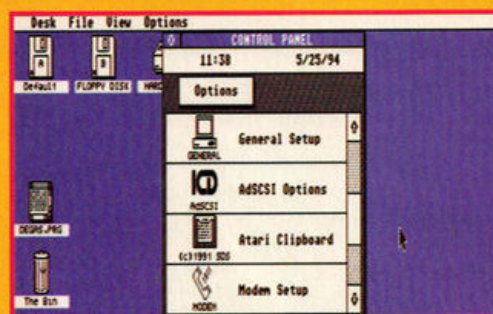
This takes you back to the Desktop where you must again use the Save Desktop command to save your setup. If you have a hard drive then you can set up to 20 programs to run from the function

CUSTOMISED ICONS AND XCONTROL

You're not just restricted to the icons supplied with the DESKCON.RSC file that comes with the TOS 2.06 software disk, you can get hundreds of additional icons from Public Domain libraries or you can create your own using the Makelcon and Icon Juggler programs we gave you on Cover

Disk 48 – turn to page 90 to order a copy if you missed it.

You only get Xcontrol and a set of icons with TOS 2.06 if you get the upgrade from Compo Software with one of their T-Board TOS switchers, if you get any other switcher you just get the hardware side of things. This is because Compo have the sole UK rights to "blow" new TOS 2.06 ROMs and distribute them along with the software.



■ Xcontrol was designed specifically for versions of TOS above 1.62, it does work with older versions of TOS though you may get some problems when changing resolutions.

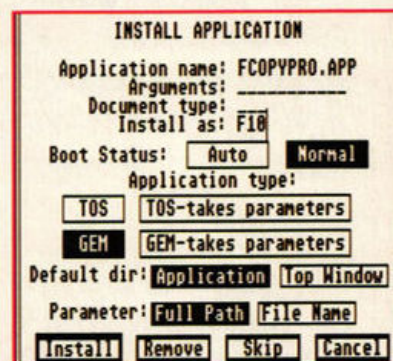
All the TOS 2.06 ROMs found in other upgrades are "bought in" by the manufacturer of the upgrade and do not include manuals and software.

If you haven't got Xcontrol or the Desktop Icons with your TOS 2.06 upgrade then get disks TMP.75 and UT.201 from the FaST Club on ☎ 0602 455250, the disks are £1.25 each and contain all the TOS 2.06 software you are missing.

keys, if you are using floppy drives then it's better to save separate NEWDESK.INF files on each of your major application disks – when you boot from a specific disk then its own particular setup is installed in memory. Of course, you can set up many programs to run from function keys on a floppy setup if you always use a master boot disk and remember to swap disks as required, if you don't put the correct disk in the drive your ST tells

■ Setting up to launch a program from a function key is easy, just click once on the program you want to launch and then click on the Install Application command. We've set up Fastcopy Professional to run from <F10>.

you it can't find the program. All these extra functions and features make TOS 2.06 easy to use. See the second part of our TOS upgrade in next month's issue. **stf**



25 REASONS FOR GETTING TOS 2.06

We always say there are lots of reasons to switch to TOS 2.06 so here are 25 of the best ones

- 1 All the file copying operations are faster.
- 2 Assign Desktop functions to keyboard shortcuts.
- 3 Assign up to 20 programs to run from function keys.
- 4 Built-in file search functions – great for hard drives.
- 5 Change the Desktop pattern and colours.
- 6 Change to low resolution by pressing <Alternate><1>.
- 7 Change to medium resolution by pressing <Alternate><2>.
- 8 Copy and rename files by pressing <Alternate> when copying.
- 9 Create customised icons using an icon designer like Makelcon.
- 10 Create file masks enabling you to view specific file types.
- 11 Customised icons can be assigned to any file.
- 12 Define colours and patterns for windows and scroll bars.
- 13 Different NEWDESK.INF files can be loaded at any time.
- 14 Disks access is accelerated and more efficient.
- 15 Drag files over an application to launch the program.
- 16 Folder icons can be placed on the Desktop and opened.
- 17 Icons fit into windows so you don't have to scroll sideways.
- 18 Move and rename files using <Control> and <Alternate>.
- 19 Move files by pressing <Control> when copying.
- 20 Open a window by pressing <Alternate> and the drive letter.
- 21 Press <Control> on booting to bypass DAs and Auto programs.
- 22 Print text files by dragging them to the printer icon.
- 23 Program icons can be placed on the Desktop.
- 24 Up to seven GEM windows open at once.
- 25 Xcontrol is designed to work specifically with TOS 2.06.

papyrus

GOLD

the power of words

Papyrus Gold is the new, powerful and easy-to-use document processor for all Atari ST/STe/TT and Falcon030 computers. Papyrus makes use of comprehensive text processing and DTP facilities to enable you to create, effortlessly, professional-looking documents, from single-page flyers to complete manuals.

Papyrus Gold contains advanced features such as English spell checker, powerful table handling, automatic table of contents and Index generation, master pages, footnotes and much more.



Credit/Debit Card Orders

0525 718181

Phone between 9am and 7pm Monday to Friday to order using your Mastercard, Access, Visa, Switch, Connect etc. card. We will quote you a firm delivery date which will be no longer than 28 days and usually within 5 days. For goods in stock we can offer a next day delivery service for £6.



Competitive upgrades

Users of Timeworks Publisher 2, Calligrapher, Calligrapher Gold or Wordflair 2 can upgrade to Papyrus Gold for only £89.95! Just send us your master disk(s) for any one of these packages (which we will return) together with the completed order form below to receive Papyrus Gold at a stunning price.
Cover disks not accepted.

*Papyrus is
another power
product from*

HiSoft
High Quality Software

The Old School Greenfield
Bedford MK45 5DE UK
Tel: +44 (0) 525 718181
Fax: +44 (0) 525 713716

Order Form

Please rush me Papyrus Gold for my Atari computer (with at least 2Mb memory)

- ☐ Papyrus Gold @ £129.95 + £3 p&p
- ☐ Competitive upgrade (see above) @ £89.95 + £3 p&p
- ☐ SpeedoGDOS @ £30 if ordered with Papyrus

Signed: _____

Please allow 28
days for delivery

Name: _____

Address: _____

Card No: _____

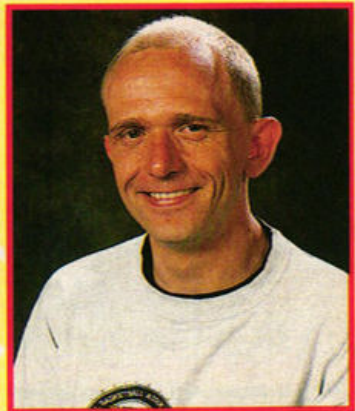
Expiry and Issue #: _____

www.stormet.com



FEEDBACK

There may be a new host but there's still that same dedication to truth, justice and answering your letters in that Feedback way



Can't play Cannon



I loved your May Cover Disk demo of *Cannon Fodder* – it made me go out and buy the full version. It's a great game and I would rate it at 98% because everything about it is fantastic, BUT it's driving me mad because the game keeps crashing with the bomb sign.

It crashed during Level Four of the demo and always crashes on Mission Five Phase Three of the full version – it's most annoying. I didn't expect this to happen with the full program, I will be writing to all parties connected with the game to let them know of my problem.

This is the only game in my very large collection to give me a problem and if I can't solve this I will have no choice but to shoot my ST and buy a PC.

Please can you help with this problem. I have tried disconnecting all my other hardware when playing the game but



■ Cannon Fodder - death and destruction at its finest in Virgin's epic war game, but are you having problems with the program?



can not get it to work. You did warn us about the game *Goal!* that was full of bugs – also produced by Virgin. That was

enough to stop me buying the games even though I have all the other footie games.

CP Dowdall, Ilchester

stf: Well we've never encountered this problem in the STF office – although that's not to say it doesn't exist. We've contacted both Virgin and Sensible Software but they are not familiar with the problem. Obviously there may be some peculiarity of your system (a memory upgrade or version of TOS) that is tripping the game up, but without specific details of your machine and any modifications you may have made it is hard to offer any other advice.

If other Fodder fans have had a similar problem though, let us know via Feedback as it's imperative that everybody gets a chance to finish Sensible's smart slaughter-fest.

What's a MByte between friends?



It's hardly surprising that ST games are not selling as well as they should be, especially to us 0.5MByte owners. My point

AUTO-STEREOGRAMS DO WORK. HONEST!

Auto suggestion

I was in WH Smith's idly thumbing through *ST FORMAT* 59 and you can imagine my surprise when I saw my *Auto-Stereogram Creator* reviewed in the Public Domain section – It got a rating of seven per cent. Apart from having to laugh, I have one or two points to make in the programs defence. Firstly, it was written in a day by me and a friend as an exercise to make the concept work. The user interface

was added in about half an hour as an afterthought, so it's sheer luck there's an interface at all.

Secondly, the reviewer obviously can't see auto-stereograms and has no concept of how to go about drawing them – otherwise he wouldn't have wanted to leap straight to the layer he wanted. It's hardly fair to let him review the program is it? If he could see them he would have indeed seen (in his own words) "A spectacularly revelatory 3D picture." In a

depth far exceeding those printed in the back of issue 59 I might add. Odd pictures those, the Batman logo and a nude women? If it is supposed to be a reclining woman then she should sue her plastic surgeon.

But anyway the program was never meant as a serious utility and it's not nearly as bad as the

reviewer makes it out to be. It's cheap and it's cheerful. Try it for yourself today.

Chris Nordberg, Leyland

stf: First let me say that I personally really like the idea of auto-stereograms, even though no matter how hard I try I never manage to see a single picture – despite countless tips on how to get them to reveal themselves.

As regards the score, this was solely based on the usefulness and practicality of the program. Namely, our man Clive Parker being the only person in the office who could see them. Agreed, ASG's are fun and the score was a little harsh.

Finally, I don't think we'll ever print another ASG ever again, if your comments about unclad ladies are true (I've just spent another five mins trying to get her to appear again, and failed). We're not supposed to print that kind of thing. It's rude. Oh my lord what's that picture doing there?

See the light

I read with interest your Feedback section of *STF* 59, especially the article regarding the auto-stereograms. The way that the human mind sees these pictures is when the human mind enters what is called "Alpha State." This is a period when the human mind is supposed to be most receptive. I too could see the hidden pictures.

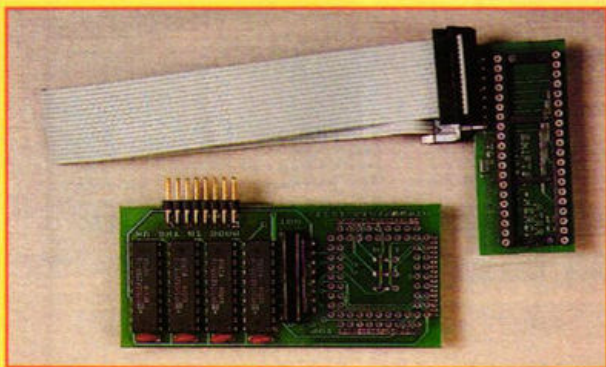
The best way to see the pictures is to put the page under a bright light so that the light is reflected and then stare at the reflection and slowly let your eyes lose their focus. Bring back the focus slowly, and the picture should emerge. The mind only "sees" certain areas of the picture but the brain fills in the missing detail.

Benjamin Cook, Horsham

stf: Nope, I'm still trying and I still can't see them. Maybe someone could write an auto-stereogram viewing program, that uses pictures without dots!



■ Another brilliant auto-stereogram piccie graces the pages of *ST FORMAT*.



You may not actually need a memory upgrade to play some games, but you do for all the best ones!

being that some mail order companies are advertising 0.5MByte games as 1MByte.

For example, at Special Reserve they advertise *F-19 Stealth Fighter*, *Midwinter 2: Flames of Freedom*, *Leisure Suit Larry 2* and *Prince Of Persia* as 1MByte games. I have all of these games and they all work perfectly well on my humble 520 STFM

It makes me wonder just how many more games are wrongly advertised in this way? I don't mean to single out one company in particular, as they all seem to be as bad as each other in this respect. It would be nice to see the correct amount of MBytes next to the games in the future.

Trevor Newbon, Dover

stf: You have to feel a little sympathy for the mail order companies who try to minimise the problems of disappointment and returns by advertising the minimum required RAM for a game. They've fought a long hard battle to gain credibility with customers and will almost feel a little put out by the fact that when they do err on the side of caution it backfires on them. However, they are in business to make money, and as you quite rightly point out, would make more if the games were correctly labelled.

Out of Stock

Sometime last year *ST FORMAT* disappeared from all the newsagents in my area, including WH Smith, because the magazine being put on the "firm"

list. My local newsagent, Harrison's, managed to obtain a copy

If your newsagent can't ensure your regular copy of STF then subscribe!

and then I placed a monthly order with them.

Everything seemed alright until issue 55 when my newsagents couldn't obtain a copy from their supplier, Surridge Dawson, this was because of a "picking order system." So I

missed issue 55 as it was still not appearing in newsagents – yes I know I could have ordered a back issue but I haven't.

The same sequence of events occurred again for issue 59, only this time the magazine has appeared on the shelves and I have managed to obtain a copy albeit two weeks late!

What is the point in following your advice by placing a regular order with my newsagent if, because of the seemingly illogical supply chain, he cannot guarantee delivery of my magazine.

Ron Smith, Macclesfield

stf: First the ad. Now the easiest – and by far the best value – is to subscribe to *ST FORMAT*. This way you get your issues delivered by post, you get an extra subscriber's disk and you save money. The full details can be found on page 50.

Now the advice. As *STF* is on "firm" sale, if your newsagent buys the magazine from their distributor, then if it doesn't sell the newsagent takes the loss. So the purpose of the little form is simply to show your newsagent that you will buy the issue. But you don't seem to have a problem there, it lays with the middle-men. Now here at Future, we get the magazines to suppliers like Surridge Dawson ourselves. So if you keep having problems get your newsagent to give our circulation peeps a ring and they should be able to help sort everything out. Ask your newsagent to give them on 0225 442244 and ask for Peter Walker.

What the STOS is going on?

I am writing, for the first time, to complain about *STF*. In the *ST Answers* pages there is always a *STOS* corner... up until the May issue. Then, as always, I turned eagerly to *ST Answers*... and was astonished to find that there was no *STOS* corner. I decided that there must have been a mistake, then waited until today. Again I turned to *ST Answers*, and

lo and behold, yet again there was no *STOS* Corner. Have you sacked the person who did it before, if not, then what the heck is happening. Please think about this as I find it so annoying.

Steve Barham, Bristol

stf: You actually put your finger on it, we were simply trying to find a new author for the section, a Mr Frank Charlton. Now we have found one, you have *STOS* Corner back and all is well with the world (well, sort of).

Demo-stration



That's it, I've put up with it long enough, and it would be safe to say that a lot of other people have too. What am I going on about? It's your demo reviews. First of all we had Andy Hutchinson, who would rather rate a terrible sample higher than a

multi-screen demo containing some of the best effects ever seen (at the time). Then came Chris Lloyd, who obviously despises chip-tunes and persists in telling us. (Hang on, he's written a demo so he must know what he's on about right? Afraid not, his demo was about as entertaining as a swift kick in the groin.) Your reviews of demos have been abysmal, but the latest review – *Froggies Over The Fence* – simply pushed the boat out too far.

A demo is created with one purpose in life, to entertain. It should capture the imagination and withdraw the viewer from the mundane world they live in. Now correct me if I'm wrong, but a "pretty pattern" isn't going to do this for very long, if at all. Please, when you review a demo, will you take into account the technical content involved, this is sometimes the sole reason a demo is written, to

GRATUITOUS BACKSLAPPING

Playing the GameTek

I am writing this letter as a thank you to GameTek UK, the publishers of *Frontier: Elite 2*. I recently discovered that I had a bugged version of this game and decided to return it to GameTek. Now I live on the Isle of Wight and usually disks or other products take about two weeks to arrive, but I posted the faulty disks off on a Monday and was surprised when I had a completely new set of disks that now work fine by Thursday morning that same week. I would like to thank GameTek for their professional and speedy returns service and hope that they continue to support the Atari range in the future. Well done.

Sean Harding, Northwood

sales success on *Frontier*, it has to make sense.

See above

Please allow me to say "thank you" to Sean Harding whose solution to my hard disk problem with *Frontier: Elite 2* was printed in the Captain Blunder section of the May issue. I can confirm it works a treat on my own system. My personal solution was a kludge in comparison. GameTek's answer was to disable my hard disk drivers – although I'm not quite sure how I would have managed to use the hard drive after following that suggestion. It pays to read magazines – or should I just say *ST FORMAT*?

Roy Dent, Harrow

stf: More back-slapping, this time for another back-slapper. What nice polite people we really are! Not so many congrats to GameTek this time around – but at least they tried.



GameTek are among the elite when it comes to customer support.





■ Monkey business afoot on Monkey Island - Guybrush doesn't like some upgraded STFM's but he thinks the STE is the bees knees.

introduce a new technique or method into the world. "A couple are very impressive," no kidding, you try and display a spectrum 512 picture whilst playing a tracker tune at 15kHz. "More imaginative effects," what about the *Space Dream* 3D film? That's the best real-time polygon animation I have ever seen on any platform. Tell us what you want to see, better still, write it yourselves and put it on the Cover Disk.

Creativity is a rare thing, don't kill it with terrible reviews. Encourage feedback, tell us why you don't like it, tell us anything apart from "it's crap."

An annoyed demo coder, Ormolu, of Digi Tallis

stf: Fair point. There is no constructive criticism in the statement "it's crap." And in the world of Public Domain, where no-one's essentially making profits from the software, it is unfair to level such statements.

I think that real problem, which your letter neatly illustrates, is that there is a very common confusion surrounding the motives behind demos. Is it solely for entertainment? Or is the real purpose to reveal the true power of a machine? Or even to simply showcase a new and innovative program/routine? These, often contradictory factors, all conspire to make the judging of demos a minefield; where the friendly rivalries between writing groups, the urge to display a new technical achievement and the urge to make a demo as entertaining as possible for both the authors and the viewers.

I think what's needed is a chance for demo writers to state their case, an opportunity for you to evangelise about demos, their purpose and point in the ST world - it could make an engrossing feature. If you fancy taking part why not drop me a line with your groups name, address and the best example to date of your stuff?

Fresh air for FREE!



1) This may sound like a bit of a daft question but can *Monkey Island* be played on an STE or not?

2) If you bought a boxed CD set with three CD's in it and the first CD said: "Please insert CD number two" when you played it you would be mad. But if you found that on playing CD number two it only had two records on it before saying: "Please Insert CD number three," you would be furious. But if you found that the CD number three also only had two records on it you would demand your money back - and rightly so. So how come the games industry gets away with deliberately putting games on more disks than are required, putting these into a far bigger box than is necessary and filling the box with more paperwork than is required (plus plenty of fresh air) with the sole purpose of hyping the price! The only reason they can get away with it is because computer programs can't be seen.

Phil Reilly, Preston

stf: 1) Well you can play *Monkey Island* on the STE, but it does fall over with a "random" selection of memory upgrades on the STFM. It's apparently a problem that only affects a few ST owners in several hundred. Sadly as the problem

appears to follow no set pattern no fix is currently available. As you're not the only one to have this problem though, I'd like to appeal to other *Monkey Island* players who have hit trouble to let us know just where and when their game falls over. If we get full details we may be able to find a link.

2) It may appear to be the case, and I'm not going to leap to their defence on all counts. However there are a few points I feel I must make. Firstly the CD's used

in your example are hardly innocent. Surely such a vast storage media can hold more than two sides of olde worlde vinyl? Yet we still get re-issue double albums as two CD sets. Secondly the box size is rarely determined by software houses. The high street chains dictate the size of boxes, simply so their shelves look tidy. And finally, while budget versions are often compressed onto fewer disks, at the time of the original game release there is a necessary compromise between disk access, decrunching and the flow of a game. When they're cheaper, it's assumed you won't mind waiting a while.

would you consider refunding the cost of the magazine?

Susan House, Camberley

stf: ST FORMAT has used double-sided disks on the cover for some months now - since March 1992 to be precise. Furthermore all commercial releases have used this format for the past few years. Please accept my apologies for this disappointment but if you are to get the most from your ST, then I strongly recommend that you upgrade the drive to the now double-sided standard. It should only cost about £40 - there are some excellent ads for just such a service in every issue of STF - and will bring a whole new lease of life to your machine.

Write on



Why is it that people write in complaining about the decreasing size of the ST commercial games market when they could have spent that time creating their own games in GFA or STOS which you have previously given away on your Cover Disks?

Luke Chatburn, Charlybury

stf: Well, STF 60 dealt with a bunch of practised coders who



■ Zeewolf - a soon to be released commercial game for theST that's set to be come an instant classic.

Works on all STs?



Last week my son David used all his pocket money to buy your May issue in order to obtain the two disks that came with it - both of which state "works with all STs."

He assumed, reasonably I believe, when he read this that it meant "all STs" not just those with a double-sided disk drive. The information on the disks was surely misleading and caused great disappointment. Would it possible to have replacement disks that will work on our "old STFM" or

have done just that. As for the rest, Luke does have a point. You've a highly pokey machine and with a little learning great results are possible. Give it a shot!

Wow, my first ever Feedback has been and gone already. It was good this month, but remember this is your chance to state your case. In Feedback anything goes. So write in with your comments, criticisms, compliments and general chit-chat about matters ST or Atari to ST FORMAT, 30 Monmouth Street, Bath, Avon, BA1 2BW. So until next month, "be seeing you."





THE SEARCH CONTINUES...

So you've read this month's *STF* and with a bit of luck you've enjoyed it massively. If you're bored right now, though (you could be on a train, plane, or just a downer), Trenton suggests trying out the following wordsearch. Because the idea was his, though, this is a wordsearch about - yes - football. There are 24 teams going over to America this year to play in the World Cup (so it's linked to our *Sensible Soccer* things this ish, at least), and you could win a prize by finding them all. That's it - you can win the cup. A cup. Just photocopy this page or rip it out or something, and send it along to the usual address.

All the normal rules apply, and we'll have a closing date of, ooh, whenever.

A I C R S Z E B O R O D D E A C A O Y O
L F C A M E R O O N M I E I B C A L H E
R O A G H A E M E L U A R N A O D L G M
E P R L E R A H G S I E N E E R E O V S
Z E O U E G N T A B G V D Y L O A J M A
T R Y B R E A E A I L A I N A M O R I A
I T A L Y N C R N S E I I A A I O E A A
W R A I I T A Y F A B B Y S H L U E E E
S E N A C I L R A G J M O E S D L O P L
R S P E D N C M E W E O E J R U A O Q R
T S E U G A A L I I R L O V E U R E H R
W G A A S S O U T H K O R E A E Y E R S
U S E N F J S L I D O C N H R Y L T Z J

ADVERTISING INDEX

1st computer centre	2,3	Nebula entertainments	45
Analogic computers	26	Owl associates	17
Aztec software	59	Power computing	59
Esp software	19	Re-plen	59
Fast engineering services	45	Software first	20
Furst	25	Solent software	45
Gasteiner technologies Ltd	99	System solutions	85
Gst public domain	45	The producers	17
Hi-soft	94	The upgrade shop	29
Intermediates Ltd	11	Tumblevane	45
Lkeyfax software	17	Warpzone pdl	39
Lkompart uk Ltd	25	We serve	6
Ladbroke computing	79	Wizard games	25
Mt software	17		

Over-rated?

Here at *STF*, we have a lot of trouble reviewing software. Though it's fairly easy to make up your mind one way or the other about a piece of soft or hardware, the final percentage ratings we so love to give can be misleading. So, to completely clarify the situation, here's the final guide to *STF* ratings.

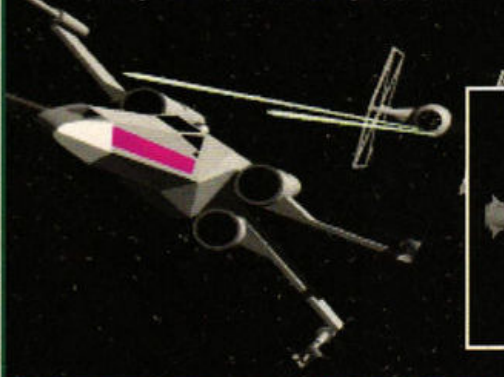
- 0-10** Atrocious. We're surprised it works, and even more surprised anyone would care if it didn't.
- 10-20** No-one here gets out alive.
- 20-30** But they might get away half dead.
- 30-40** With massive internal bleeding.
- 40-50** Or a grazed knee.
- 50-60** That tightrope of indecision we call 50%.
- 60-70** Now we start getting into the recommendation stage, where you'd actually consider making a purchase.
- 70-80** Get your wallet out, but don't panic too much if the shop's shut.
- 80-90** A damned good find. Maybe not as polished as it could be, but a definite recommendation.
- 90-100** Wonderful. Excellent. Summer meadows with tall girls with long hair in billowing white dresses. Get it or die.

PIXEL PAINTING

This month's Pixel Painting comes from Ohio (that's in America, geography fans). The battle scene was created using Persistence Of Vision, one of the best ray-tracing packages about at the moment. Jeff Thompson, the artist, created the two ships separately, each ship being built of several different components, tacked together for the final ray-trace, which took over a day to finally render.

As well as the finished picture, we can see one of the ships at an earlier stage in its development. Jeff tells us he was originally going to use four ships, but ran out of memory. The two ships are still very dramatic though - nice one!

■ Right, now I ring up LucasArts and salvage what's left of our legal position.



ST FORMAT'S ESSENTIAL CONTACT NUMBERS

Academic Software	0296 82524	Electric Distribution/GST	0753 549442	Korg	081 427 5377	RC Simulations	0272 550900
Acclaim	0962 877788	Electronic Arts	0753 549442	Kosmos Software	0525 873942	Renegade	071 481 9214
Accolade	081 977 0880	EMagic	0462 480000	Krisalis	0709 372290	Roland	0252 816181
Advanced graphics	0942 488174	Empire	0268 541212	Kuma	0734 844335	Rombo	0506 414631
Alternative Software	0977 797777	Empire/Readysoft	0268 541126	Ladbroke Computing Int'l	0772 203166	Rubysoft	071 381 8998
Analogic Computers	081 546 9575	Europress Software	0625 859 333	LAPD	0773 761944	Silica Systems	081 309 1111
Aquila PDL	081 778 0844	Everglade (software, books etc)	0463 240168	Laxcor Software (USA)	010 508 792 6618	Sound Technology	0462 480000
Amor	0733 68909	Evesham Micros	0386 785500	Laxcor Software (Europe)	010 43 1 36 75 92	Special Reserve	0279 600204
Atari UK	0753 533344	ExNet Systems	081 244 0077	Llamosoft	0734 814478	Star Micronics	0494 471111
AudioLogic Software	081 424 2244	First Computer Centre	0532 319444	Loriciel	010 331 46 88 28 38	ST Club	0802 455250
Beaujolily	0737 222003	Floppyshop	0224 586208	Marpel Developments	0423 712600	System Solutions	0753 832212
Caledonia PDL	0463 225736	Fujitsu	081 573 4444	Meadmore	051 521 2202	Thalion	021 442 2050
Cambridge Business Software	0763 262582	Gadgets by Small	010 1 303 791 6098	Michton	010 1 313 334 5700	Titus Designs	021 414 1630
Care Electronics	0923 894064	Gajits	061 236 2515	Microdeal	0525 713671	Titus Ltd	071 278 0751
Centros	021 625 3399	Gasteiner	081 345 6000	MicroProse	0666 504326	Titus Software	071 200 2119
CGS ComputerBild	081 679 7307	GFA Data Media	0734 794941	Millennium	0223 844894	UBL Soft	081 343 9055
Cheetah	061 707 7080	Golden Image UK Ltd	081 365 1102	Mindscape	0444 246333	US Gold/KiXX XL	021 625 3366
Codemasters	0926 814132	Goodman PDL	0782 335650	Mirage	0280 299909	Virgin	081 960 2255
Coktel Vision	010 331 46 30 99 57	Gremlin Graphics	0742 753423	Monolith Enterprises	0983 867377	WeServe	0705 647000
Compo Software	0497 3582	Harman Audio	081 207 5050	Music Pro Import	081 7888841	WTS Electronic	0582 491949
Core Design	0332 297797	Hewlett Packard	0344 369269	Ocean/Hit Squad	051 832 6533	zSoft	0254 386192
Creative Sounds	0272 244395	Hisoft/AVR	0525 718181	Panasonic	0344 853195	16/32 Systems	0634 710788
Daze Marketing	071 328 2762	ICD Inc	010 1 815 968 2228	Power Computing	0234 843388		
Digit	0395 270273	ImageArt	081 767 4761	Premier Mail Order	0268 271172		
Digital Integration	0276 684959	Impressions	071 351 2133	Pro Music	0284 765765		
Dolphin Software	0603 617602	Infogrames	071 7388199	Psygnosis	051 7095755		
Domark	081 780 2222	JCA Europe	0734 452416	Q Logic	0382 25311		
Douglas Communications	061 456 9587	KiXX	021 625 3311	Q Tek UK	0382 200808		

■ If you would like to correct or add to any of the entries, please write to us at Essential Contacts, *ST FORMAT*, 30 Monmouth Street, Bath Avon BA1 2BW.

Tel: 081 345 6000
Fax: 081 345 6868

GASTEINER

SOFTWARE

PERSONAL FINANCE	
Personal Finance Manager	£27.95
PFM Plus	£37.95
Master CAD	£27.95
Concerto	£37.95
Quartet	£47.95
NEW PRODUCTS	
Papyrus	£127.00
TrueImage	£27.95
WORD PROCESSORS	
Wordwriter	£45.00
1st Word Plus V3.2	£39.95
DTP SOFTWARE	
Calamus 1.09N	£95.00
Pagestream V2.2	£149.00
Calamus 5	£325.00
Timeworks Publisher 2	£39.95
Calamus SL	£545.00
OCR Software	£49.95
Touch Up (upgrade)	£27.00
Easydraw (supercharged)	£29.95
Cyber Studio	£19.00
Cyber Control	£5.00
Cyber Paint	£5.00
Truepaint (for Falcon)	£32.95
Human Design Disk	£9.00
Future Design Disk	£9.00
3D Fonts 1	£9.00
Cad 3D	£9.00
Neo Desk 3	£28.00
That's Funface	£9.00
Signs & Banners	£15.00
Calendar & Stationery	£15.00
Greetings Cards	£15.00
MUSIC SOFTWARE	
Emagic Notator SL	£279.00
Emagic Creator	£179.00
Emagic Unitor 2	£230.00
Cubase	£150.00
Cubase Version 3	£319.00
Cubase Light	£70.00
Notator Alpha	£170.00
Cubase Audio	P.O.A

Personal Finance Manager	£27.95
PFM Plus	£37.95
Master CAD	£27.95
Concerto	£37.95
Quartet	£47.95

NEW PRODUCTS	
Papyrus	£127.00
TrueImage	£27.95

WORD PROCESSORS	
Wordwriter	£45.00
1st Word Plus V3.2	£39.95

DTP SOFTWARE	
Calamus 1.09N	£95.00
Pagestream V2.2	£149.00

Calamus 5	£325.00
Timeworks Publisher 2	£39.95
Calamus SL	£545.00

OCR Software	£49.95
Touch Up (upgrade)	£27.00
Easydraw (supercharged)	£29.95

Cyber Studio	£19.00
Cyber Control	£5.00
Cyber Paint	£5.00

Truepaint (for Falcon)	£32.95
Human Design Disk	£9.00
Future Design Disk	£9.00

3D Fonts 1	£9.00
Cad 3D	£9.00
Neo Desk 3	£28.00

That's Funface	£9.00
Signs & Banners	£15.00
Calendar & Stationery	£15.00

Greetings Cards	£15.00
MUSIC SOFTWARE	

Emagic Notator SL	£279.00
Emagic Creator	£179.00
Emagic Unitor 2	£230.00

Cubase	£150.00
Cubase Version 3	£319.00
Cubase Light	£70.00

Notator Alpha	£170.00
Cubase Audio	P.O.A



ATARI FALCON 030

A 16MHz 32 bit computer for fast processing, it comes with a 1.44Mb floppy disk drive, with built in speaker.

Falcon 030 1Mb	POA
Falcon 030 4Mb	POA
Falcon 030 4Mb + 85Mb Hard Drive	POA
Falcon 030 14Mb + 85Mb Hard Drive	POA
Falcon 030 4Mb + 120Mb Hard Drive	POA
Falcon 030 4Mb + 210 Mb Hard Drive	POA

Falcon Eagle Sonic 32 (32MHz)
Accelerator for Atari Falcon 030
£199

FALCON 030 EXTERNAL HARD DRIVE

An economical enclosure designed to mount a single, half height, 3.5" device. Features a 40 watt power supply with a universal AC input for use throughout the world and a low noise 15C.F.M. fan to provide device cooling. Also includes the Falcon SCSI II cable.

SCSI II Casing	
40Mb + SCSI II Casing	
52Mb + SCSI II Casing	
127Mb + SCSI II Casing	
170Mb + SCSI II Casing	
240Mb + SCSI II Casing	
540Mb + SCSI II Casing	
1.2 Gigabyte + SCSI II Casing	
Floptical	

Phone
for
Best
Price

SCSI BARE HARD DRIVES

40Mb	£99.00
52Mb	£129.00
85Mb	£179.00
127Mb	£199.00
170Mb	£219.00
240Mb	£249.00
540Mb	£439.00
1 Giga	£799.00
2 Giga	£1,300.00

OFFICIAL ATARI REPAIR CENTRE

New service centre/repair for most Atari computers. We offer a quotation service of £10 for which we will examine your computer and report back with an exact quotation price for the repair, if the repair is carried out the £10 is then deducted from your bill.

FALCON INTERNAL HARD DRIVES

High quality internal 2.5 IDE hard drives for the Falcon, includes mounting bracket and IDE cable

40Mb	£119.00
52Mb	£139.00
85Mb	£149.00
120Mb	£209.00
170Mb	£269.00
209Mb	£329.00

GASTEINER HARD DRIVE

Due to the massive popularity of our Gasteiner Hard Drives which we have been manufacturing for the past five years, and the demand for our cases, we are now producing a choice of cases ranging from 3.5" half height to 5.25" full height which can take a massive 1.2 Gigabyte hard drive. We also have in stock the latest in hard drive cases which enable you to have up to 8 SCSI hard drives fitted internally all in one case. Compatible with all Atari ST/STX/STFM/Mega ST/Mega STE computers.

40Mb	
52Mb	
85Mb	
127Mb	£269.00
170Mb	£299.00
270Mb	£349.00
1.2 Gigabyte	£899.00
Floptical	£379.00
Optical 128Mb	£950.00
Optical 128Mb Disk	£50.00

Phone
for
Best
Price

IF YOU REQUIRE A FLOPTICAL WITH THE ABOVE HARD DRIVES
PLEASE CALL
Also available in Micros

AUTO MOUSE/JOYSTICK SWITCH

Allows you to instantly select either your mouse or joystick by a simple click on your mouse. You won't need to fumble around under or behind your computer to swap your mouse and joystick cable ever again, and also it saves your joystick port

AT A GIVEAWAY PRICE
£9.99

BUILD YOUR OWN HARD DRIVES FOR ATARI COMPUTERS

Casing	£35.00
45 Watt P.S.U	£35.00
SCSI Cable	£6.00
DMA Cable	£6.00
Power Cable	£6.00
SCSI to Centronics Cable	£18.00
G.E. Soft Host Adaptor	£59.95
SCSI II Cable for Falcon	£34.95
Top Link Controller	£75.00

MICE AND TRACKBALLS

New from Japan. The 400 DPI mouse with Hi-tech mechanism, microswitch action, no noise and snug in the palm of your hand. All at an affordable price.	£14.95
Optical Mouse	£34.95
Optical Mouse 1000PI	£29.95
Optical Mouse Mouse Pad	£10.00
Optical Mouse No. 808	£29.95
Optical Mouse Trackball	£34.95

BITS AND PIECES

Optical Mouse Supply for Atari/Mega/ST/STFM/STE	£32.95
Optical Mouse Disk Drive	£45.00
Optical Mouse STFM/STE	£59.00
Optical Mouse No. 808	£59.00
Optical Mouse P.O.A	P.O.A
Optical Mouse STFM/STE	P.O.A
Optical Mouse No. 808	£69.00
Optical Mouse STFM/STE	£28.00
Optical Mouse No. 808	£28.00

ATARI

Atari 1040 STE 1Mb	P.O.A
Atari 1040 STE 2Mb	P.O.A
Atari 1040 STE 4Mb	P.O.A
Atari 1040 STE 12Mb	P.O.A

Limited stocks available

MONITORS

Customer Choice 15" with sound	£129.00
Monitor Choice 14" MultiSync	£379.00
Customer Choice 15" 400 Colour Monitor	£199.00

ATARI MEMORY UPGRADES

Upgrade your memory: ST/STFM/STFM + Mega ST + Falcon	
1120K to 1Mb	£24.95
1120K to 2Mb	£29.95
1120K to 4Mb	£75.00
1120K to 12Mb	£125.00
1120K to Mega ST	P.O.A
1120K to Mega ST	£499.00
1120K to Mega ST	£49.00

GASTEINER STE UPGRADES

288K to 512K Upgrade	£3.00
512K to 1Mb	£4.95
1Mb to 2Mb	£50.00
2Mb to 4Mb	£100.00
4Mb to 12Mb Upgrade	P.O.A

FORGET-ME-CLOCK II

Clock Carriage for ST/STFM/Falcon	£11.99
Clock Carriage for Mega ST	£14.99

ALFA DATA HAND SCANNER

Alfa Data Plus	£119.00
Alfa Data Plus	£149.00
Alfa Data Plus 2Mb RAM - Hard Drive	£399.00
Alfa Data Plus 4Mb RAM - Hard Drive	£499.00

FALCON 030 EXTRAS

SCSI II Cable	£34.95
ST Monitor Cable	£15.00
SVGA Monitor Cable	£15.00
Musicom	£43.99
Truepaint	£33.99
Cubase Audio	P.O.A
Notator Logic	P.O.A
400 DPI Mouse	£17.95
Microphone	£29.95
Midi Cable	£12.95
Stereo Speakers	£29.95
Stereo Headphones	£16.95



ACCESSORIES

Mono-Colour Monitor Switchbox	£14.95
Multi-sync Switchbox	£29.95
Printer Cable	£6.00
Modem Cable	£6.00
Null Modem Cable	£6.00
Serial Cable	£6.00
Philips/Atari Cable	£10.00
Scart Cable	£10.00
3.5" External Drive	£50.00
3.5" 1.44Mb External Disk Drive for Atari/Mega STE/TT	£99.00
Blitz Turbo	£25.00
Power Cable (kettle lead)	£6.00
Mouse Pad (picture)	£5.00
Blank Disk (branded)	£4.49
Spike Protectors	£30.00
Dust Covers (all sorts)	£6.00
Soldering Irons	£10.00
SCSI Cable	£34.95
Hard Drive Fans	£5.00
Midi Cables	£10.00
D.M.A Cable	£6.00
SCSI Cable	£6.00
Optical Mouse Pad	£10.00
Disk Box (40 capacity)	£4.95
Atari to TV Cable	£10.00
Printer to Switchbox	£9.95
Auto Printer Switchbox	£14.95
Disk Box (80 capacity)	£6.95

Official purchase orders welcome from Educational establishments and major corporates. (Strictly 14 days net). Please phone for approval.

All prices include VAT. Prices and specifications subject to change without notice. E&OE.
All goods under £50 please add £3.50 p&p and all goods above £50 please add £10 Courier Service. Next day service please call

126 Fore Street, Upper Edmonton, London N18 2AX

all major credit cards accepted

www.stformat.com

On this month's...

**ST
FORMAT**

**GUARANTEE
OF QUALITY**

You won't find a better Cover Disk on any ST magazine. That's why ST FORMAT outsells all competitors

COVER DISK

8 outrageous programs!

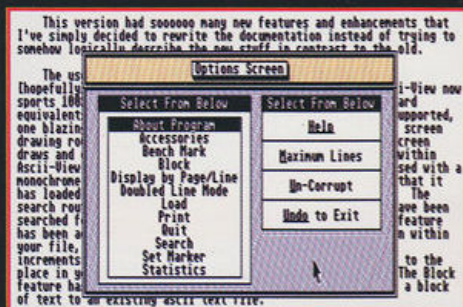
WELL 'ARD

Are you 'ard enuff? Well come and 'ave a go if you think you is. This platform star's waitin'



ATARI VIEW 3.8

Don't forget Desktop how, use AV 3.8 to check out your text files quickly and easily



WORD QUIZ 4

Create your own puzzles with this smart word search maker - it's so easy!



TWINZ

Can you match the tiles before the clock runs out? Twinz is fiendishly tough, but still smart fun!



PLUS! Boss drum

An amazing 55 drum samples for use with Cover Disk 58's rather spiffy Quartet program!

AND: Sebra - the high res emulator and a Cover Disk back up utility - wow!

DIGIT 1.1

Can you dig it? You soon will with this demo of Galactic's excellent sound tracker

